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BRITAIN'S BEST SELLING COMPUTER AND CONSOLE GAMES MAG

GAMES-X

4th-10th July '91
Issue 17

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...



**COMMODORE 64,
AMSTRAD CPC,
SPECTRUM
SPECIAL**

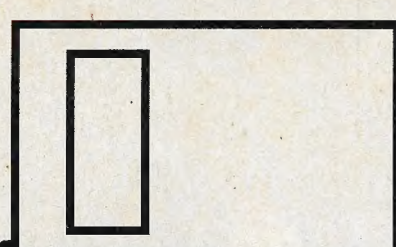
★ Two pages of C64 reviews and previews!

★ Part two of the best Speccy games of all time - plus two great compos!

THE Y CONTROVERSY JUST WHY AREN'T SOME CONSOLES OFFICIALLY SOLD IN THE UK?



NO DISK? Then ask your Newsagent



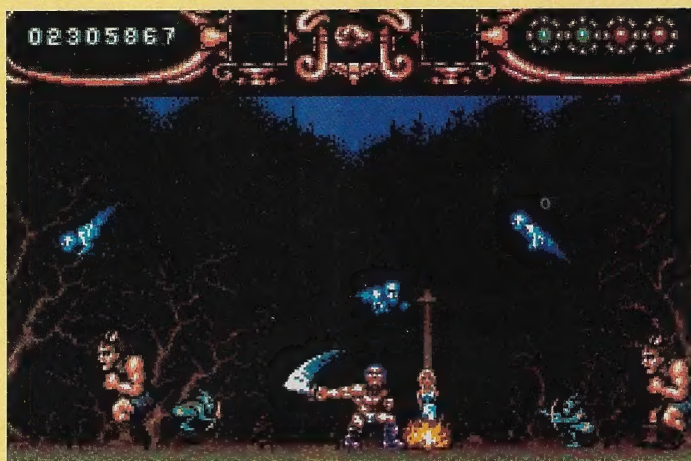
MARIO ANDRETTI p.16



MARTIAN DREAMS 28

EXCLUSIVE - WEEKLY MACHINE SPECIFIC FULL PRICE GALLUP CHARTS





MYTH

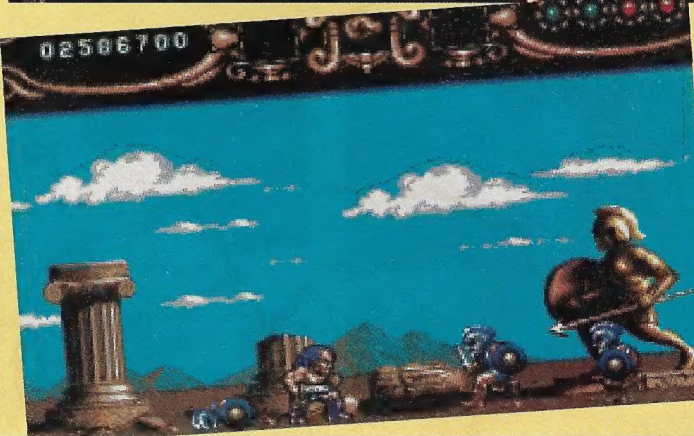
System's 3 mantlepiece is groaning under the weight of awards won by the 8-bit *Myth*. Now this magnificent game is due to make its 16-bit debut in September.

It's bigger and better than ever with incredible atmosphere and breathtaking action. You take control of a powerful barbarian guiding him through the mythical worlds of ancient Greece, Egypt and on a visit to the Vikings.

You begin the quest deep in the treacherous pit full of evil mythological creatures. An army of skeletons attack and you must behead them before they die. Then a skeleton tied up by one arm screeches for you to slice the bone which will send it down into a fiery pit. Suddenly, after the skeleton disappears beneath the flames, a massive beast emerges spitting fire.

Myth is full of ingenious puzzles, mixing the kind of fury of hack 'n' slash with cerebral activity. Certain beasts can only be destroyed by cunning: an example of this occurs when you fight that most evil of adversaries, the Medusa. Using only a shiny shield you must deflect the firebolts from her eyes until you are close enough to hack off her head.

Myth is certainly destined for the top of the charts.



ATARI CD DRIVE

Atari will launch a new CD drive for its ST series later in the year. It will be officially unveiled at the Atari Messe show in Dusseldorf on August 21st, with full availability coming soon after.

When the **ST CD** hits the high street it should have a retail price of about £399, but will not come with a game. Atari will release details of its CD library nearer the launch.

NEW C64 PACK

Commodore has announced a new C64 pack and dropped the price £20 to boot.

Called **Playful Intelligence** the new pack will be priced at £99. A bundled games cartridge features *Flimbo's Quest*, *Klax*, *International Soccer* and *Fiendish Freddy*.

The move follows the long awaited drop of the datacard from the C64 pack in March, following a decision to push the machine's cartridge port.

Sales of C64s during last year are claimed to have hit some quarter of a million units in the UK!

CDTV KARAOKE

Fancy making a fool of yourself – amongst friends, of course? Well, Commodore is releasing a series of karaoke discs for the CDTV.



A massive selection of songs will be available on some 39 discs, each one including about 18 tracks. They will include tracks such as *DIVORCE*, *Kung Fu Fighting* and what party would be complete with *New York, New York*.

The songs will have lyrics and graphics on screen and can easily be connected to a hi-fi and mic. Available from *Arbiter*, the discs will retail at around £38.

TAKE A SEAT

A rather nifty item recently spotted at the CES in Chicago was this unusual game

SEGA – HEROES OF THE LANCE

Based on the classic *Dragonlance* books, *Heroes of the Lance* sees you taking control of Tanis Half-Elven, Goldmoon the Cleric and five other intrepid adventurers as they make their way into the ruins of Xak Tsaroth. Their quarry are the fabled disks of Mishakal.

En route your party will do battle with the Draconian guards, dwarves and even giant spiders! *Heroes of the Lance* is probably the most detailed role-playing game ever to appear on the Master System.

Already a big hit on the home computers, *Heroes of the Lance* looks set to take Sega owners by storm. In fact the code is so detailed that the cartridge it comes on has extra memory chips just to hold all the data. *Heroes of the Lance* will be available soon from software giant, US Gold.





HOYLE'S BOOK OF GAMES VOL.3

The third volume in this set of much loved family games should perhaps be retitled, *Hoyle's Box of Games*. Where as the previous two instalments concentrated on card games, this volume takes the idea one step further and introduces established board-games.

Now games players everywhere are going to enjoy the challenge of six computerised games. Classics such as Backgammon, Draughts, Dominoes and good old Snakes and Ladders. As usual all of the games can be played against either human opponents or Sierra characters such as Larry and Roger Wilco.

Available from Sierra this winter, *Hoyle's Book of Games Vol.3* will be available for the PC, Amiga and ST.

accessory. Called the **Super Chair** the contraption is an excellent add-on for flight sims and car driving games. You can lean into those hill climbs or bank sharply down and to the left to escape



that MiG. The hand holds incorporate all the controls you are ever likely to need.

Available in the States shortly at substantially less than \$100, the Super Chair is compatible with the NES, Famicom, Mega Drive and most home computers. Expect to see it here before Christmas.

INTERESTING STATS

Research firm NDL has come up with some strange statistics about games players in the UK. The report was compiled from an analysis of 213,000 gamers and covered most computers,

but not consoles. Not surprisingly it concluded that males aged between 18-44 make up the larger proportion of enthusiasts.

What does seem a little weird is that RDL think that computer gamers are high earners, with the vast majority earning in excess of £30,000! Somehow I think they've got it a bit wrong.

INSIDE

Best of the Bunch

8-bit Special 10 & 30

More pages of C64 & Spectrum games, compos and general fun.

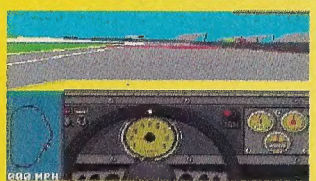
The Grey Scene 14

Nick Clarkson takes a gander at the grey import scene. Are you being ripped off? Are the greys providing a real service?

Vektor Grafix 36

Get the Jason Spiller treatment on it's sim to beat all sims - Shuttle.

Game of the week



Mario Andretti 16

Check your tyres and brakes then get ready for the racing experience of a lifetime!

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Need some help to complete that game? Don't turn to this page, then!

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Uncle Paulus gets a Famicom next week, but for now you'll have to put up with Mega Drive, Game Gear and Game Boy mini reviews - and some other bits.

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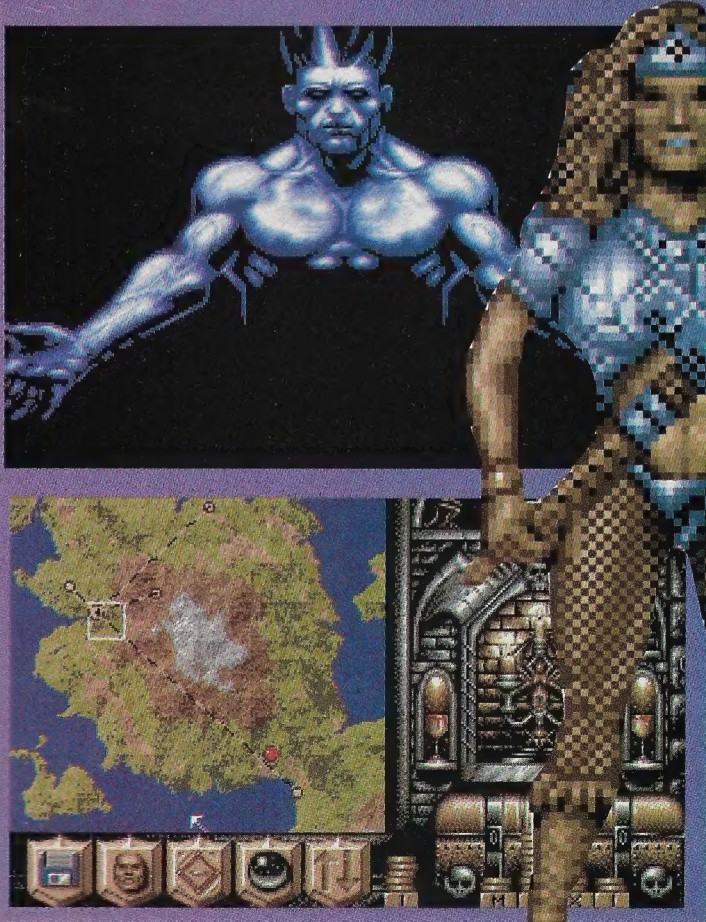
REALM

Virgin's big release for the autumn is *Realm*. This is a game, which is proving difficult to pigeon-hole as it is a combination of wargaming, battle and strategy.

As the ruler of a civilization, you must open up channels for trading between cities and keep your people happy. The game is about balancing scales. For example, if you tax your people too much they may leave to set up their own civilization with a grudge against you. Freeing up on taxation will cause a population boom resulting in poverty and starvation.

Most of the revenue from taxes goes to your army, which can either be used to attack and usurp control of other civilizations, or defend your own. If you do not maintain loyalty and morale these soldiers may join forces with other armies.

Realm is being designed by Graftgold and is due for a September release. Check out an exclusive work in progress interview with the team in a future issue of *Games-X*.



GAMES-X SHOW

Just a quick reminder to tune in to Radio Luxembourg next Tuesday 9-10pm for the first in a series of four **Games-X Games Shows**. This particular show will feature sports games, driving simulations, and combat and fighting games.

Have your copy of *Games-X* by the radio and telephone for the phone-in compos – you'll get three chances to win some great prizes, just wait for the word and dial 010 352 1381.

Radio Luxembourg can be found on 1440KHz or 208m, both on the medium wave.

CREATURES II

Due for release on the good ol' 64 at the end of September is the sequel to *Creatures*, strangely enough entitled **Creatures II**. The new game will again feature that ultimate lager lout, Fuzzy partaking in yet more missions.



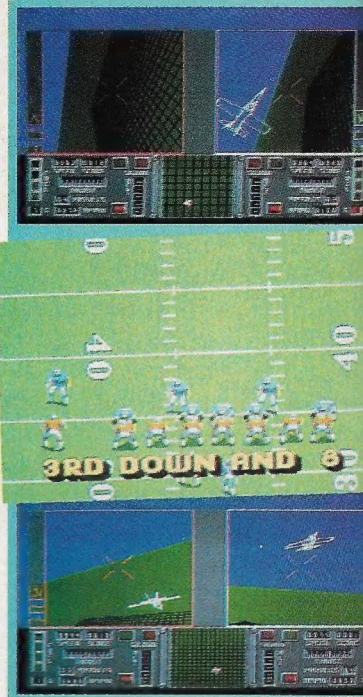
The major update of the game involves 10 jolly torture screens – some sense of humour – and a variety sub-games, one of which, we are reliably informed, might involve dashing around in a speedboat. Bet you can't wait!

EA PC PROMISE

The PC is reckoned to be the fastest-growing game computer, and so **Electronic Arts** has risen to the occasion with a new series of games which go under the curious label of 'Summer Treasures'.

A series of three games are expected over the rest of '91 comprising of *Castles* which was previewed in issue 8 of *Games-X*, *Mario Andretti's Racing Challenge* and *Chuck Yeager's Air Combat*, both of which are reviewed in this issue.

Until recently, PC games were the last format to be considered, but now titles are being designed and produced with the PC very much in mind as these three titles illustrate. All three titles are due for a July release priced at £34.99 with the exception of *Mario Andretti's Racing Challenge* which is priced at £29.99.

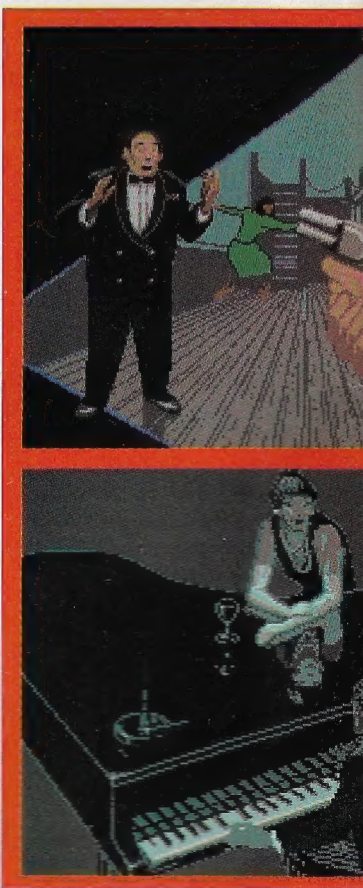


GAME BOY/NES

Acclaim has announced its first NES and Game Boy titles to be released in the UK this year. The firm will launch six games for the NES before the end of the year, including two on its LJN label.

Double Dragon II hits the streets first with an August release, followed by *Wrestlemania Challenge* plus *Swords* and *Serpents* in September.

October sees Acclaim's *Simpsons* licence come into being with *Bart vs the Space Mutants*, along with *Arch Rivals*



MIRROR IMAGE

With a wealth of good quality and popular back catalogue titles to its name, Mirrorsoft's budget label, Mirror Image, looks set to release a string of games which are well worth the £9.99 asking price. July releases are the exciting dual-player, split-screen military aircraft battle simulator, *Sky Chase*, and Cinemaware's American Football simulator, *TV Sports Football*.

Sky Chase captures all the thrills and excitement of a one-on-one dogfight as you take chase, fire and send your opponent down in flames. Modelled on USAF flight school competition, the speed of the environment and the controllability of the aircraft are achieved through lightning-quick line vector graphics.

Two players can compete or you can dogfight against a computer-controlled jet. This is not a fully-fledged aircraft simulation and all the better for that. Out 'n' out skychasing action guaranteed for all Top Gunners! Released on ST and Amiga price £9.99

TV Sports Football is the company's look at American football. The game offers great control and a comprehensive introduction to this often confusing game - Channel 4 doesn't think so! *TV Sports Football* will be released on the ST, Amiga and PC priced at £9.99.

scheduled for the same month. Big Arnie Schwarzenegger fans will be offered Terminator II on the LNJ label in December.

Game Boy titles begin with The Simpsons and WWF Wrestlemania in October, with Double Dragon II and NBA in November.

RADIO ONE

This year's **Computer Entertainment Show** is likely to be broadcasted live on Radio One!

Games-X has heard a rumour - nothing escapes our listening detectors - that on Friday of the show (September 6th) Jakki Brambles and Simon Mayo will be hitting the airwaves direct from Earls Court as part of the Simon Bates Show - I thought he got lost on his trip around the world.

Negotiations are also underway to try and get children's TV programmes interested in filming the event - someone like Motormouth, Ghost Train or Going Live!

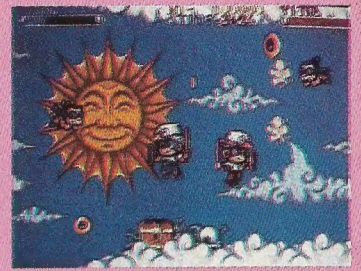
Be there or be square!

CRUISE FOR A CORPSE

Having had massive hits with their last two titles, *Time Travellers: Future Wars* and *Operation Stealth*, Delphine look ready to set new standards of excellence with its next two releases which, incidentally are both from US Gold. *The Godfather* is due for release sometime next year.

Meanwhile, July should see the release of *Cruise for a Corpse*. The game takes place aboard a luxury yacht where one of the passengers is brutally murdered. Thinking yourself as a would-be Hercule Poirot, you decide to uncover the identity of the murderer.

Cruise for a Corpse will feature fantastic graphics which simply ooze atmosphere - the sprites are huge too! You'll have to watch carefully and collect all the clues if you want to solve the mystery of *Cruise for a Corpse*. Watch out for the game during July.



MEGA TWINS

A long, long time ago, a terrible monster decided without warning upon the paradise land of Alurea and proceeded to decimate everything in its path. The unsuspecting Alurean people were hit very hard. They'd lived in peace for 1,000 years and had forgotten how to combat the savagery of war. As a result the people were wiped out and the country destroyed - only the King's twin baby sons survived.

Now, 15 years later, the twins have set out on a quest to avenge the massacre of their people and try to return their world to order. To do this they need the legendary stone called *Dragon Blue Eyes* - the only way to re-awaken their country and bring peace to its people.

As the *Mega Twins* you'll dash through six levels of dazzling arcade action, set in the fantasy world of Alurea, including fairy tale forests, underwater antics and even an airborne level. Converted from the Capcom coin-op by Tiertex, *Mega Twins* will be release by US Gold this autumn. The game will be released on the Amiga, ST, Spectrum, C64 and Amstrad.

WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, *What's Out and When* is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Chaos in Andromeda	On Line	Kirk Marino	Amiga	£24.99	12/7/91
			CDTV	£29.99	12/7/91
Colditz	Digital Magic	In-house	C64 disk	£14.99	9/7/91
			C64 cass	£19.99	9/7/91
Darkman	Ocean	In-house	Amiga, ST	£24.99	9/7/91
			Amstrad cass	£10.99	9/7/91
			Amstrad disk	£15.99	9/7/91
			C64 cass	£10.99	9/7/91
			C64 disk	£15.99	9/7/91
			Spectrum cass	£10.99	9/7/91
Deadline	Virgin	Infocom	Spectrum disk	£15.99	9/7/91
			Amiga, ST, PC	£9.99	10/7/91
Flames of Freedom	Microprose	Maelstrom	ST	£34.99	5/7/91
Grandstand	Domark	Compilation	Amiga, ST	£29.99	10/7/91
			Amstrad cass	£19.99	10/7/91
			Amstrad disk	£14.99	10/7/91
			C64 cass	£19.99	10/7/91
			C64 disk	£14.99	10/7/91
			Spectrum cass	£19.99	10/7/91
			Spectrum disk	£14.99	10/7/91
Little Beau	Digital Magic	Dave Semmens	Amiga, ST	£24.99	9/7/91
Might & Magic	Electronic Arts	In-house	Sega Mega Drive	£49.99	12/7/91
Test Drive II	Accolade	Compilation	Amiga	£29.99	10/7/91
			PC	£34.99	10/7/91
			C64 disk	£24.99	10/7/91

SOFTWARE CITY

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ATARI ST/AMIGA SELLERS

16-BIT COMPILATIONS

ST	AM	ST	AM	ST	AM
3-D CONSTRUCTION KIT.....NEW	2.99	34.99	FUN SCHOOL 3 5-7 YEARS.....	17.50	17.50
3-D POOL.....NEW PRICE	9.99	9.99	FUN SCHOOL 3 7+.....	17.50	17.50
688 ATTACK SUB.....	N/A	17.50	FUTURE BASKETBALL.....SPECIAL OFFER	9.99	9.99
A.M.O.S. GAMES CREATOR.....	7.99	34.99	GARY LINEKER'S HOTSHOTS.....	6.99	9.99
A.P.B.....NEW PRICE	9.99	9.99	GAUNTLET 2.....	7.99	9.99
A.T.F.2.....	17.50	N/A	GALAXY FORCE.....SPECIAL OFFER	N/A	2.99
ACTION STATIONS (1MEG).....	N/A	17.50	GETTYSBURG.....	21.50	21.50
ADVANCED DESTROYER SIM.....	17.50	17.50	GHENGHIS KHAN.....(1 MEG)	N/A	27.99
ADVANCED FRUIT MACHINE.....	6.99	6.99	GHOSTS AND GOBLINS (1 MEG) SPECIAL OFFER	9.99	9.99
AFTERBURNER.....	7.99	7.99	GODS.....	17.50	17.50
AFRICA KORPS.....	21.50	21.50	GOLDEN AXE.....SPECIAL OFFER	N/A	17.50
ANCIENT BATTLES.....	17.50	17.50	HAMMERFIST.....NEW PRICE	7.99	7.99
ARKANOID-REVENGE OF DOH.....	7.99	7.99	HARD DRIVIN 2.....	17.50	17.50
ARMOUR GEDDON.....	N/A	17.50	HARPOON (1 MEG).....	N/A	21.50
ARNHEM.....	N/A	13.99	HERO QUEST.....	17.50	17.50
ATOMIC ROBOKID.....SPECIAL OFFER	9.99	9.99	HILL STREET BLUES.....	N/A	17.50
ATONING.....NEW	17.50	17.50	HITCH HIKERS GUIDE TO THE GALAXY.....	9.99	9.99
AWEKSOME.....NEW PRICE	17.50	17.50	HOSTAGES.....	7.99	7.99
B.A.T.....	24.99	21.50	HYDRA.....	7.99	7.99
BACKGAMMON.....	17.50	17.50	INTERNATIONAL CHAMPIONSHIP WRESTLING.....	N/A	12.99
BANDIT KINGS OF ANCIENT CHINA.....	N/A	27.99	INTERNATIONAL ICE HOCKEY.....	17.50	17.50
BARBARIAN 2.....	7.99	7.99	INTERNATIONAL KARATE.....	17.50	17.50
BARDS TALE 3.....	N/A	17.50	IMPERIUM.....	17.50	17.50
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BATTLE OF BRITAIN.....THE FINEST HOUR.....	21.50	21.50	INTERNATIONAL 3D TENNIS.....	9.99	9.99
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BOMB JACK.....	9.99	9.99	INTERNATIONAL ICE HOCKEY.....	17.50	17.50
BRAT.....	17.50	17.50	INTERNATIONAL KARATE.....	17.50	17.50
BRIDGE PLAYER 2150.....	N/A	21.50	INSPECTOR HECHE IN INTERCHANGE.....	6.99	6.99
BUDOKAN.....NEW PRICE	N/A	9.99	JACK NICKLAUS UNLIMITED COURSES (1 MEG) N/A	21.50	21.50
CJS ELEPHANT ANTICS.....	N/A	6.99	JAHANGIR KHAN SQUASH.....	17.50	17.50
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CENTURION.....	N/A	17.50	KENNY DALGLISH SOCCER MANAGER.....	7.99	7.99
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G A M E S C H A R T S

1	★	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
2	▲	HEROQUEST House: GREMLIN Team: 221B
3	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
4	★	SONIC THE HEDGEHOG House: SEGA Team: SONIC TEAM
5	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
6	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	▲	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
8	▲	MICKEY MOUSE House: SEGA Team: SEGA ENTERPRISES JAPAN
9	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
10	◆	VIZ House: VIRGIN Team: PROBE
11	▲	POWER UP House: OCEAN Team: VARIOUS
12	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
13	▼	SHADOW DANCER House: US GOLD Team: IMAGES
14	▼	SUPER MONACO GP House: US GOLD Team: ZZKI
15	★	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
16	▼	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
17	▼	SUPREMACY House: VIRGIN Team: PROBE
18	▼	WINNING TACTICS House: ANCO Team: DINO DINI
19	▼	MULTI PLAYER SOCCER MANAGER House: D&H Team: IN HOUSE
20	▼	KICK OFF 2 House: ANCO Team: DINO DINI



CHART FAX

Shock of shocks! F15 Strike Eagle 2 has smashed into the number one spot and surprised everyone. Flight sims certainly do set the public alight don't they?

Gremlin's excellent HeroQuest has jumped back up from 16 to number two, just when I thought it had run out of steam. I suppose the Speccy version helped this rise.

Sega's Sonic the Hedgehog has stormed in at number four (Alex has finished it by the way!) quite amazing for a single format game really. Platforms and cute characters are certainly all the rage nowadays!

Back at number 15 after an absence of one week is Lucasfilm's hilarious adventure game, The Secret



of Monkey Island. Obviously you saw our preview of the sequel last ish and went out and bought it. Very wise!

Nothing much happening in the rest of the Chart this week, but Winning Tactics certainly hasn't done as well as Final Whistle, Anco has clearly pushed Kick Off too far.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32 for our specially compiled machine specific charts

GET IN ON THE GAME

Want to meet people and sell them things? Yes? Well being a computer store assistant could be the job for you. George Wesley continues the Games-X exploration into careers in the games industry

It used to be said that Britain was a nation of shopkeepers and it's still true today. If you've got a product then someone, somewhere has a shop that will sell it to the great buying public.

Most of the jobs in shops can get pretty tedious – by the time you've sold your tenth pair of shoes or pound of carrots, you're looking longingly at the clock waiting for lunchtime, but one of the few shop assistant jobs that is actually fun is working in a computer store.

Think about it. The last time you went into a computer store what were the assistants doing? Standing behind cash registers looking serious, or clustered about an Amiga or ST with a bunch of friends and other assistants playing the latest arcade hit? That's a pretty good way to pass the time of day, right?

There's plenty of scope in shop assisting too – it's perfectly possible to become the manager in a short space of time even at a tender age.

Many managers are well under 25. You'll get to make a lot of friends, play all the latest games, sample the best hardware, get discounts on personal computer equipment and generally work in an undemanding, fun atmosphere with reasonable working hours and a moderate if not exactly generous stipend.

WHAT THE JOB INVOLVES

Selling, obviously, but most importantly perhaps, learning about the industry and passing that knowledge on. If you don't know what's out there, you're not sure what the latest craze is and you don't know much about computers it's all going to be a little too much for you.

Customers will come into the shop with all kinds of questions about computers and software. Lots of them want to buy something, many of them simply want a friendly chat or a shoulder to cry on. What you have to do is encourage them all so that the shop becomes a welcoming place for experts and novices alike. In that way, they'll all come in to pass on information and at the same time, buy something!

There's a definite air of the Samaritans in the average computer store. One or two experts mixed with a huge number of ordinary Joe/Jo Publics who have problems that need to be solved – often by selling them something, occasionally simply by offering friendly advice.

QUALIFICATIONS AND EXPERIENCE

Usually, nothing more than first-rate knowledge of at least one or two popular computers – ST, Amiga, PC and so on – and the ability to talk to potential customers is all that's needed.

Computer shops tend to be more than places for simple trading, they're meeting grounds for people with similar interests. You need to be able to talk easily to complete strangers much more than you need half a dozen 'A' levels in scientific subjects.

If you're still at school and want to work in retailing, try to get qualifications in maths and English. That will demonstrate to shop managers that you are able to count, work out correct change, write invoices, guarantees and so on.

Try to get some experience by working Saturdays at a local shop – it doesn't have to be a computer shop either. Once a shop manager knows you have a little retail experience your chances of being employed are greatly improved!

TIME AND MONEY

Most shops open between 8.30am and 9.00am and close around 5.30pm or 6.00pm. There'll be an hour for lunch and if you have to work on Saturdays, a day off during the week which is usually negotiable.

Now for the bad news. Those who sell software do not earn the gargantuan salaries of those who write the stuff. In short, if you work in a shop, and unless you're the manager, you ain't gonna earn much.

But bearing in mind that the job's open to almost everyone, that you don't have to slave away for years chasing qualifications and that there's good opportunities for those who want to make a career out of retailing the salary isn't too bad.

Expect to start on a figure not a million miles away from £5,000 to £6,000. This can be supplemented by foregoing your day off and working six days a week or keeping the store open for a late evening.

As a shop manager, you're going to bank a figure pitched somewhere between £9,000 and £12,000. There are some managers who earn a lot more than that and plenty who earn a lot less.

Alternatively, if you're in the sixth form or at college, why not work Saturdays only?

THE UPSIDE...

- The job's open to everyone over the age of 16.
- Qualifications and experience are usually unnecessary.
- All the latest hard and software for you to play with...er, demonstrate.
- Reasonable hours with a quiet day off in the week when everyone else is at work.

AND DOWNSIDE

- The money's not too good.
- No weekends – stores are open Saturdays and sometimes in the evenings too.

SECRETS FROM BEHIND THE COUNTER...



Matthew Church – manager of Micro Mayhem, Chichester

"My interest in computing began when I was at school. I started work at a busy photographic shop which was good training for me. I bought an ST and my interest in computers and software increased considerably.

I reckoned there was a real niche in the market for a shop with a good range of stock and interested, knowledgeable and helpful staff. I think this is very important."



Lee Hunter – manager of Serv-U Computers, Northampton

"I've only been the shop manager for just over a month now. I started here as an assistant before moving onto Software Manager – responsible for ordering stock, and then Trainee Manager.

Prior to working here I attended a YTS scheme programming PCs. I'd like to see Serv-U Computers expand with me running one of the outlets. I'd recommend this line of work to anyone interested in computers. There are long hours involved – but it's worth it."



Steve Lowe – owner of Console Concepts/PC Engine Supplies, Stoke

"I've always been interested in computers and began to specialise in consoles after I bought a selection from a German supplier. They were snapped up. Since then I've opened up a shop specialising in all consoles. In the future I'm looking towards CDTV and CD-ROM for both the Famicom and the PC Engine."

THE COVERDISK EXPERIENCE



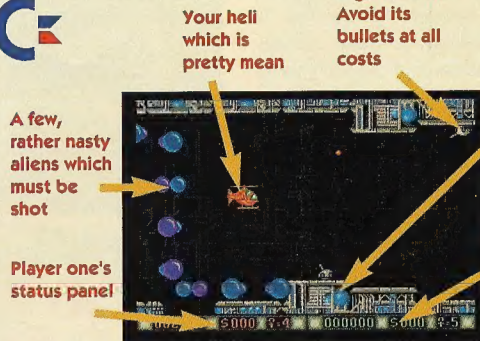
BLOOD MONEY Psygnosis (budget £9.99)



DMA Design's sequel to Menace was very well received when released quite a while back and now the re-release brings one more chance to purchase this corker of a game.

The ST and Amiga versions of the demo are here for you to play and enjoy. On the ST you control an awesome submarine and pilot your way through many underwater caverns full of strange and very dangerous creatures.

At first you are armed only with a measly spud-gun style shooter, you can however boost this up, but only if you have collected the money given to

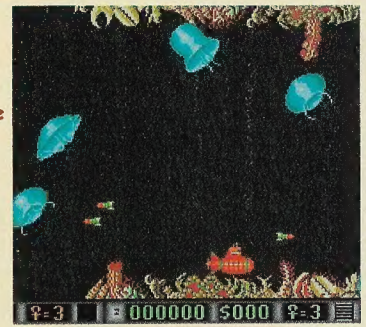


you when the creatures die. On the Amiga you pilot a helicopter through a

A gun turret. Avoid its bullets at all costs

The scenery. If you collide with this you'll die!!!

Players two's status panel



building complex full of very strange and dangerous enemies. Grab your joystick and prepare yourself for awesome blasting action.

PREHISTORIK Titus (Full price £25.53)



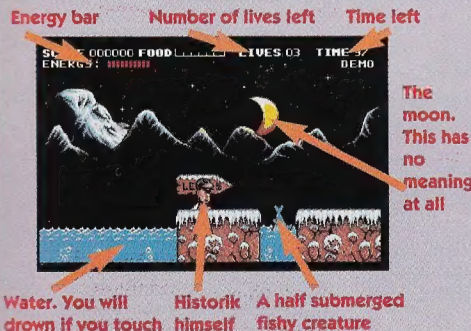
Not long ago Core Design brought us the caveman-platform romp Chuck Rock. The success of this served to spawn a series of caveman related games.

The latest is Titus' Prehistorik, and because we're very kind people here at Games-X we are going to give you a taster.

The story revolves around a little bloke called Prehistorik who is a really hungry chap and just can't stop eating. He makes his way across the land clubbing any living thing in his path and he also runs into caves to collect food.

We have given you level three of the game, the Ice level. Enemies include such delights as polar bears, vultures, penguins and many more all for the clubbin'.

You control Pre with you joystick pressing fire to whack the mean little creatures who get in your way. Up will make you jump or climb a ladder; down, climb down and left and right... well work that one out for yourself...



The moon. This has no meaning at all



LOADING INSTRUCTIONS

BLOOD MONEY, PREHISTORIK ON THE AMIGA...

Turn off the machine and insert disk. Switch the Amiga back on and follow on-screen prompts to play both Blood Money and Prehistorik.

LITTLE BEAU, BLOOD MONEY ON THE ST...

Power off machine, place disk in drive and boot up your Atari ST. Press either one or two to play Blood Money or Little Beau.

VIRUS WARNING

While we have made every effort to ensure that there are no viruses present on our coverdisk, we still recommend that all the necessary precautions are taken - Games-X cannot be held responsible for damage resulting from use of this disk.

Turn off machine and leave for ten seconds whenever booting up a new disk, and ensure that all of your commercial software is physically write protected.



LITTLE BEAU Digital Magic (full price £24.95)

Score. this is obtained by killing and also collecting certain objects

ST owners may have felt a little left out last week as Amiga owners received a demo of this 'game of the week' platform corker. Now you need not worry any longer as Games-X brings Little Beau to the ST.

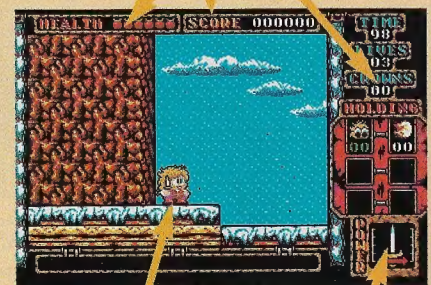
This is a two stage demo of the Ice Island level. As Beau sets out on his task he must progress through here on his way to rescue Princess Wobblechops.

The controls are fairly standard with left and right doing what you'd expect them to and up and down, jumping and climbing. Pressing the fire button will unleash your mighty weapon on your foes.

Many items can be picked up such as money, crowns, weapons and even a balloon to help you travel across very nasty chasms. The full game is out soon, however until then you'll have this Games-X demo to keep you going.

Health. When this runs out, you are dead

Crowns. Collect 10 of these for an extra life



Little Beau is under your control and is rather agile

Power meter. Shows the power of your sword

COMMODORE 64

SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN

Once again it's time to settle down and prepare yourselves for the second exciting instalment of our Commodore 64 special. Included this week are reviews of Stuart Wynne's fav games plus the latest previews from the world of the C64...



Who better to take a stroll through the jungle of C64 new releases for *Games-X* than Stuart Wynne, editor of *Zzap!* the UK's top 8-bit mag. This month part two of a top 30 of C64 games, a few more previews and some playing tips.

MERCS
US GOLD c£10.99 d£15.99

The latest Capcom conversion is definitely ambitious, but not entirely successful. The basic idea is eight levels of one or two-player action set in Zulutu,



where an ex-president has been kidnapped.

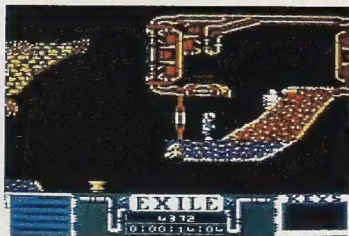
It's a remix of the old Commando-style gameplay, updated with bigger sprites and spectacular end-of-level baddies. The C64 game does a fair job of recreating the graphics, with some nice but dumb end-baddies and pleasant, multi-directional scrolling backdrops.

Unfortunately the size of the soldier sprites restricts the number of them on screen, and in any case they move rather stupidly and fire so quickly their bullets are difficult to dodge.

Nevertheless it does look quite good and progressing through all the varied levels is likely to be fairly entertaining. Not much better than good compilation filler or reasonable budget fare.

EXILE
AUDIOGENIC c£11.99 d£15.99

This is one game I can recommend that you buy now. It has absolutely tiny



graphics, however they are superbly animated, and gameplay is great.

Some 625 screens of the planet Phoebus are packed with various life forms and traps for our jetpacking hero to deal with.

A classic arcade adventure with authentic Newtonian physics no less, and the ideal game for the dark, rainy days of a British summer.

A FREE GAME FOR THE COMMODORE 64

This is the second week that there's a disk on the outside of the mag, unfortunately it is only for owners of STs or Amigas. Don't feel that you have been left out if you own a Commodore 64 as here at *Games-X* we have a marvellous plan to keep all our readers happy.

Collect the three disks from the special editions of *Games-X* then return them with a small sum to cover p&p we'll send you a game. Next week the identity of this mystery game will be revealed. So don't miss it!

IK+ HIT SQUAD £3.99



Simply the finest beat'em-up available with three fighters on screen, one or two of which can be human controlled. Also available on US Gold's System 3 pack with Vendetta, Tusker and Myth.

MYTH SYSTEM 3 cart £19.99

A tough arcade adventure with some



tricky puzzles and reputedly the C64's best looking shoot'em-up at the end of it all. What really sets it apart are some of the C64's finest graphics.

It's also available in two compilations: US Gold's System 3 Pack and also the Premier Collection

THE LAST NINJA SERIES SYSTEM 3

The Last Ninja from Summit, costing a mere £2.99, established a hugely successful formula of beautifully detailed isometric 3D, beat'em-up action and limited puzzles.

Ninja II moved the action to contemporary New York for possibly the most satisfying of the series, while Ninja III (c£12.99, d£15.99) visited the Palace Of Mysteries in Tibet.

All the games have five big multi-loads and are substantial challenges. Rather surprisingly Adrian Cale claims Ninja III is definitely the last Last Ninja though.

Ninja II is currently available in remix form – meaning that there's a nice new intro – on cart for £19.99 or on the superb Premier Collection (£15.99/£19.99) with Ninja I, plus Myth, Flimbo's Quest, International Karate and Dominator.

LASER SQUAD BLADE SOFTWARE c£9.95 d£14.95

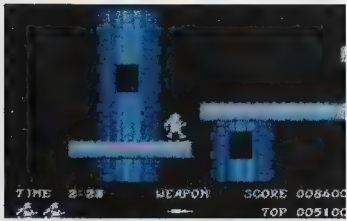
Julian Gollop's excellent, beginner-friendly strategy formula was developed through a series of single scenario games – including the brilliant Aliens-ish Rebel Star Raiders 2 – before being expanded into this full price, multi-mission challenge.

Strategy is realistic and involving, while some lasers and explosion effects provide a touch of glitz. Lords of Chaos

is the latest, but the fantasy theme isn't as satisfying.

**GHOSTS 'N' GOBLINS
ENCORE £2.99**

Chris Butler's glorious conversion of a classic coin-op outdoes Software Creations Ghouls 'N' Ghosts sequel in



some ways with a great main sprite. A hugely playable game packed with variety all in a single load.

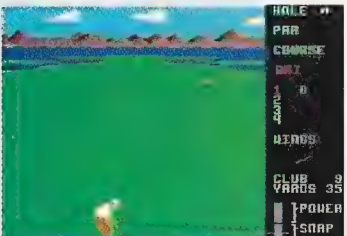
**PROJECT STEALTH FIGHTER
MICROPROSE
£15.32 d£20.42**

The C64 isn't exactly swamped with flight sims and those there are mostly awful. So it's as well one of the finest sims on



any machine - namely F-19 - started life on the C64 as Project. Packed with missions, options and realistic detail.

**LEADERBOARD SERIES
KIXX £4.99**



Currently available on the Multimix 1 compilation, Leaderboard, Leaderboard Tournament and World Class Leaderboard add up to golf. The graphics are all quite nice, but the key to

their games' success is a sophisticated, but easily understood control system which gives a full range of swings. Hugely playable and great multi-player games.

**MERCENARY
NOVAGEN £2.99**

Crash landing on war-torn Targ presents you with one of the C64's most involving challenges. The two different sides on Targ will pay you to undertake various



missions, earning cash for a new ship and exploring for other escape routes. Minimal combat, but lightning fast wire-frame 3D give this appeal.

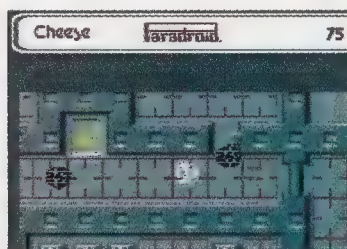
**WORLD GAMES
KIXX d£4.99**

Arguably the best of all the Epyx sports sims, all basically compilations of multi-loaded sub-games. Getting all your friends round for a contest is great fun and here the games include Bull Riding, Slalom Skiing and Log Rolling!

**PARADROID
HEWSON**

Despite a glitzy 16-bit conversion, this remains the definitive version as the new game dropped multi-directional scrolling to suit ST limitations over enhanced graphics.

The demise of Hewson was consigned this game to limbo, but there are lots of them out there, including the Heavy Metal version with a neat intro and more varied colour schemes.



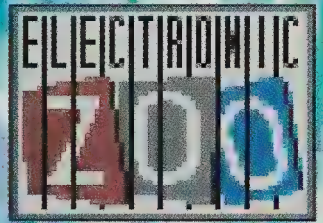
PREVIEWS

Due out in, yes, you guessed it, September there's a intriguing conversion of Jaleco's Rod-Land by Storm. One or two fairies must battle through a rather fey remix of the usual platforms and baddies gameplay.

Currently Storm is considering marketing it with the line Rod-Land; so cute it'll make you puke! The game plays superbly with tons of brill coin-op touches.

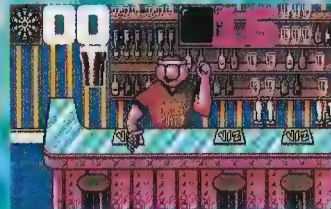
Alongside it in Boots there should be Ocean's latest movie licence, Darkman, which combines side-on view platforms action with an overhead chase scene. A month or so later expect Terminator 2: Judgment Day.

Based on the 100 million dollar movie the game will feature no less than nine levels. Even though Hudson Hawk, the movie has been slammed the C64 conversion by Special FX will be excellent.



**THE GREAT 8-BIT
COMPETITION -
65 GAMES TO BE
WON!**

Those wizards of game creation, Electronic Zoo and Virgin Mastertronic are offering Games-X 8-bit owners a chance to win loads of software for their machines!



In contrast, Electronic Zoo took the action of Subuteo from the table top to the computer screen.

This desktop game has now become an international sport with European and World champions.

To win a copy of this great game answer these three footy questions.

Games-X's aim is to be of interest to everyone who enjoys playing games, whether you've got an Amiga or a C64. We'll have the news and reviews relevant to your machine. In this competition exclusive to 8-bit users, Virgin and Electronic Zoo is giving away some great prizes.

The range of software on 8-bit is vast and this couldn't be better demonstrated than the two games featured in this competition.

Virgin brought the hilarious comic Viz to life in a best selling game. Win a copy just by answering these three easy questions from Viz.

- Q1. What are the names of the fat slags?
- Q2. Name Roger Melly's agent.
- Q3. What is Roger Irrelevant's catchphrase?

- QA. What year did England win the World Cup?
- QB. What was the score in the 1991 FA Cup Final?
- QC. How many goals did Gary Lineker score in the entire 1990 World Cup Campaign?

Fill in the coupon below with what you think are the correct answers to all six questions and send to:

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VIRGIN/ELECTRONIC ZOO COMPO

In my considered opinion the answers are:

- Question 1).....Question a).....
- Question 2).....Question b).....
- Question 3).....Question c).....

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All items shown are official UK versions. We do not sell grey imports.

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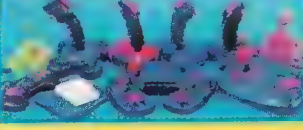
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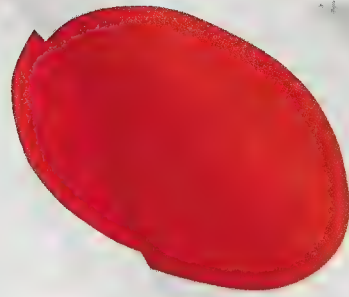
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Overdue, overpriced

Flick through a copy of *Games-X* and you'll probably discover a review of a game that's not officially available here in the UK. What's more, you may even discover games reviewed on hardware which is not officially on sale either! So what's the crack? How come the Japanese and the Americans get their hands on these machines before we do?

The grey import scene is a topic of fierce debate. On one side of the argument there are the entrepreneurs, the businessmen who import the unreleased games and consoles into the country, on the

other are the huge corporations — companies like Nintendo and Sega. Caught up in the middle of all this are you and me, the games playing public.

We at *Games-X* are the proud owners of a Nintendo Super Famicom, probably the best video game console available. The Super Famicom has already been widely available in Japan for some time and will be released into the United States in September. However, one obvious question that arises is: why isn't the system officially available here?

According to Nintendo, "The UK games market isn't as advanced as that of Japan or the States in relation to the size of the 8-bit user base. In the UK the user base is less than five per cent so we don't want to release the product before its time. The Super Famicom is planned for release sometime in 1993".

IT COULDN'T HAPPEN HERE

Does that, therefore, suggest that the UK games players don't deserve the 16-bit system? It does seem as if Nintendo is trying to make even more money by first selling us the 8-bit system and then offering the chance to invest even more cash in the superior 16-bit system.

Meanwhile, thanks to Sega, we can experience the delights of the Mega Drive. Why however, did it take so long for the system to be released in the UK, after all it was introduced in Japan way back in 1989?

We spoke to one Sega representative who commented: "The Mega Drive in Japan and the Genesis in the States run on the NTSC video system. The European version is PAL and it took Sega considerable time to make the changes necessary to allow the system work in the UK".

Fair enough, the NTSC versions won't work in the UK. However, surely such a large organization like Sega should be able to make all the necessary adjustments fairly quickly!

Yet another 16-bit console, the PC Engine and its fully compatible hand held counterpart the PC Engine GT, is still not available in the UK. Already released in Japan, USA and France, the PC Engine's manufacturer, NEC had this to say:

"The prime reason for not releasing our product is price. We believe our machine's cost to be too expensive for the UK market". Well at least he's honest. Still, the PC Engine GT is perhaps the most impressive hand held available. Surely the gamesplaying public would like the opportunity to try out the system for themselves before being told they can't afford it.

UNOFFICIAL DISTRIBUTORS

So if you want to get your hands on unreleased consoles, where do you go? If you take a look through the computer press you'll no doubt find numerous advertisements offering unofficial machines for sale. These astute businessmen are commonly known in the video game industry as grey importers.

Seeing a hole in the market they set themselves up to provide games players with the most up-to-date equipment. The grey importers simply buy the latest machines either in Japan or America and import them into the country. Obviously they have to adjust the systems to make them work with the PAL system, but once this minor modification has been made the console is ready to go.

Some people may find the price of an imported console a little expensive. At present a Super Famicom system will cost you in the region of £300, how can the grey importers justify this price?

"When we buy a machine in Japan we buy it at the recommended retail price, we then have to pay shipping costs, import costs and VAT before adding our own profit margin. Add to that the cost of next day delivery, a full 12 month warranty, a highly-skilled service engineer and two free games and we believe you've got a pretty good deal".

Hmmm, that doesn't sound too unreasonable. What do Sega and Nintendo think of the unofficial grey importers?

Sega has a tremendous resentment towards the



GLOBAL RELEASE

Sega seems to be trying the hardest to provide its UK customers with the best possible service. You can now buy all of Sega's hardware units; the Master System, Mega Drive and Game Gear. What's more official Sega software is also becoming more readily available.

With the possible exception of third party licensed games, all of Sega's new titles will be released almost globally.

The first example of this is *Sonic the Hedgehog* which was officially released into the UK on the 24th June, only a week after its American launch. Actions like this will help to bring you the best possible service with the lowest prices. Hats off to Sega!

Why are some consoles and games only available as grey imports? Nick Clarkson investigates...



THE DECISION-MAKERS
Nintendo's boss in the UK is Brian More (right). As far as his company is concerned the UK market hasn't reached saturation point on 8-bit consoles yet, so that the Famicom/Super NES will not appear officially for some time.

Virgin is Sega's representative in the UK and Alan Sharam(left) is the guy who holds the purse strings. Although the company took its time bringing it in, Sega's Mega Drive is now here and selling well. The firm is very critical of the grey importers taking advantage of Sega's marketing.



ed and over here?

importers: "We make all the investment in marketing and advertising and they live off the back of it. However, with the price of the Yen and Dollar falling they aren't making so much money and, at last, the wheels are turning".

Nintendo had this to say: "They can't offer the same level of service with the warranty, helplines and club magazine".

The UK is run as a free market, which means that when you buy something it becomes yours and you may sell it on to whoever you like. With this ruling in place, there's no way the importers can be outlawed. So do the grey importers have an effect of the major companies?

Nintendo commented: "It's minor, and as our level of service increases towards Christmas it will decrease the need for people to turn to grey importers".

Sega, meanwhile, said "Yes, of course. A sale is a sale, but the grey importers are kidding the public by not offering them proper warranties".

At the end of the day the grey importers aren't going to go away. People will always want to get their hands onto the latest hardware and software. If this means they have to look to other sources than the official producers then so be it. The only way the manufactures are going to stop the flow of imports is to release their software universally across the World. Until that happens is it any wonder that the grey importers are going to continue to thrive!

THE VIDEO GAME MARKET'S WORTH HOW MUCH!???

Just as a brief aside let me ramble a little on the incredible size of the video game market worldwide. It demonstrates just how much money is being made and why these gaming majors are so keen to protect their individual slices - even from the seemingly miniscule grey importers.

Pong, Atari's first video game was introduced to an awestruck public in 1976. Three years later the video game craze began in earnest with the first Atari VCS consoles appearing in the shops.

That year the total market value of the video game industry was estimated to be worth some \$330 million. Better things were to come and in 1982, only three years later, the industry's value had soared to a quite amazing \$3 billion!

However, hard times were just below the horizon and by 1985 the video game industry crashed with the American market hitting a record low of a mere \$100 million.

With the emergence of the likes of Nintendo and Sega the console market started to pick up with total sales reaching \$2.3 billion in 1988 and \$3.4 billion in 1989. The same year also saw the introduction of the first 16-bit consoles in the form of the Sega Mega Drive and NEC Turbografx-16. 1990 saw the video game

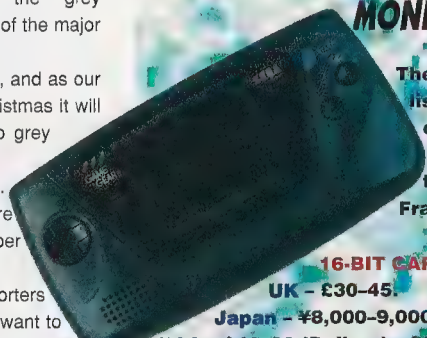
industry's worth increase yet again to a staggering \$4 billion!

THE PERILS AND PITFALLS OF GREY IMPORTS

We'd suggest, whenever possible, you buy an official machine from the UK distributors. If you can't wait for the release of the Famicom then choose wisely.

Buy your machine from an established company - all of those found in *Games-X* have been vetted and are worth a look. Before you part with your cash, confirm just what you are getting. Most reputable importers will offer a full warranty with next day delivery. As long as you're careful, buying an unofficial imported machine can be very simple and reasonably safe.

MONEY MAKES THE WORLD GO AROUND



The following is a list of prices which compare the cost of kit and carts in the UK, USA, France and Japan.

16-BIT CARTRIDGES

UK - £30-45.

Japan - ¥8,000-9,000 (Yen) - £35-£39.

USA - \$40-60 (Dollars) - £24-£36.

France - FF300-400 (Francs) - £30-£40.

(prices based on Mega Drive carts)

16-BIT CONSOLES

UK - Famicom - £325*: PC Engine - £165*:

Mega Drive - £139.

Japan - Famicom - ¥24700 (£108): PC Engine

- ¥24800 (£108): Mega Drive - ¥21000 (£92).

USA - Famicom

- \$399* (£242):

PC Engine -

\$149 (£90):

Mega Drive -

(£102).

France -

Famicom -

FF2990* (£305):

PC Engine - FF990 (£101): Mega Drive - FF1290 (£132).

HAND HELDS

UK - Lynx - £99.99: Game Boy - £69.99:

Game Gear - £125*: PC Engine GT - £270.*

USA - Lynx - \$99.95 (£60): Game Boy -

\$89.99 (£55): Game Gear - \$159.99 (£97): PC

Engine GT - \$229.99 (£139).

France - Lynx - FF990 (£101): Game Boy -

FF590 (£60): Game Gear - FF1490* (£152): PC

Engine GT - FF2490* (£254).

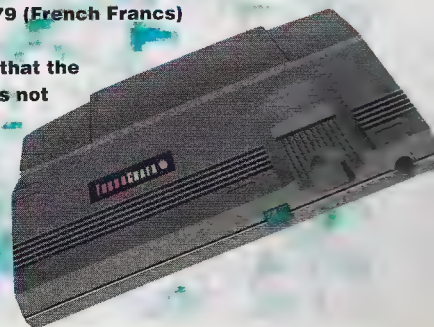
Price conversions into £sterling are based on the following, dated June 25th 1991.

£1 = ¥228.35 (Yen)

£1 = \$1.644 (Dollars)

£1 = FF9.79 (French Francs)

*Denotes that the machine is not officially available, grey import price quoted.



GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXXX

The higher the rating the better the game

ALEX likes to think of himself as Sonic the Hedgehog. (Strange man!) In the past he has been known as Mario, Shadow Dancer, and a whole host of other computer characters. Who will he be next? Find out soon...

BRIAN, after his little escapade in Dr X last week, has managed to grow a fine head of hair again. When questioned about the exciting things he's done this week, he crawled back under his desk and started sucking his thumb. Hmm, over-worked.

JOHN 'Medallion Man' Davison has been looking a bit of a poser recently. He likes to bear his chest from his shirts, with a nice little neck chain dangling in full view of everyone. But unfortunately ladies he's already tied down.

Gameplay: 18/20
Lastability: 18/20
Presentation: 20/20

Gameplay
How the game actually plays

Lastability
How long you're going to stay at your machine

Presentation
Just how good the sound and graphics really are

RELEASE INFO
C64 £11.99 Now
Atari ST £24.99 Now

What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk



The modified cars are slightly bigger and faster than the sprint cars allowing you to drive that little bit more recklessly!

Perhaps involve your mechanic what you want the mechanics to do and then watching a short animation as they leap about



MARIO ANDRETTI RACING CHALLENGE

About a year ago Electronic Arts brought you the much acclaimed Indianapolis 500. This lacked variation as there was only one track to race around, so now it brings you Mario Andretti with six different cars and loads of tracks...



Mr Andretti himself pops up occasionally to tell you about each circuit or any other info

Who's ever wanted to manage their own team or even race a car round a circuit? I certainly have! Unfortunately, this game is probably the nearest I'm ever going to get to it — along with watching Formula One Grand Prix on the tele!

After getting past the initial copy protection you are shown the main menu with many choices, including save and restore options. Before you can race you'll have to get a sponsor who will give you \$20,000, don't say he isn't generous.

This process involves entering your name into the game before you get started in the racing tracks. This enables you to take part in the sprint car championship.

THE WINNING POSITION

The championship involves a number of competitions which take place on five tracks. There are three races in all at each track although you may only have to take part in two.

The first is the heat race, competed over five laps. If you finish outside the top three you are given another chance to qualify in the consolation race, again over five circuits.

Finish in the top three and you will automatically qualify for the final — an altogether more gruelling 10 lap race. In this one the higher you finish the more money and championship points you'll win.

During a race many features have been added such as slip-streaming. As the name suggests this involves driving



Yes, I actually won a race! Don't look so surprised it isn't impossible you know

in the slip-stream of the car in front and then nipping out and shooting past him at an immense speed.

This comes in very handy later on in the game when you are driving faster cars. Also when racing quicker cars you will be required to make a pit stop because you will sustain quite a lot of damage if you keep hitting other cars.

WHAT DO POINTS MAKE? MONEY!

When you have completed a season you may have gained enough dosh to buy your way into the next grade of racing: modifieds.

This is a slightly faster vehicle than the sprint car, much bigger and also more stable. You work your way up through modifieds, stock cars, prototypes, F1 and finally, indy cars.

Each different type of car has its own selection of tracks. All can be accessed by choosing the practice option on the main menu. This will give



TTI'S ENGINE

you an idea of the difference in types of car and their speeds.

Different tracks are all built for the type of car you will be driving on it due to the difference in speed between them.

For instance: the tracks on the sprint car stages have low banking curves, while Daytona allows you to fly round the banks at full speed with only a minimal amount of steering.

The game can be controlled with either the keyboard or joystick although I would recommend the former. The

graphics are displayed as vectors as in Indy 500, giving you a real sense of speed and racing tension.

You have the opportunity to view your crashes on the instant replay screen. Here you get many views of the car whizzing past and splatting another vehicle into the wall, or vice versa.

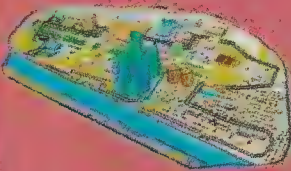
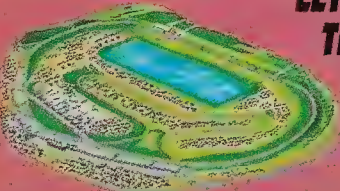
You can also view the crash from inside the car or from the rear of the vehicle. Afterwards you get the chance to save your golden crashes so you can watch them over and over again.



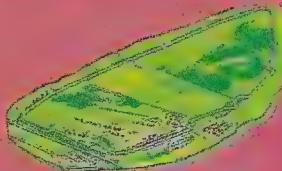
The sprint cars are what you will have to start off your racing life in. They have a maximum speed of just over 100mph and handle very well indeed

LET'S MAKE TRACKS

Daytona: The most famous of American indy car/stock car racing circuit, not very interesting



Detroit: The American street circuit. A great GP is always held here



Hockenheim: Germany's GP circuit. It was so fast a few chicanes had to be added to slow it down

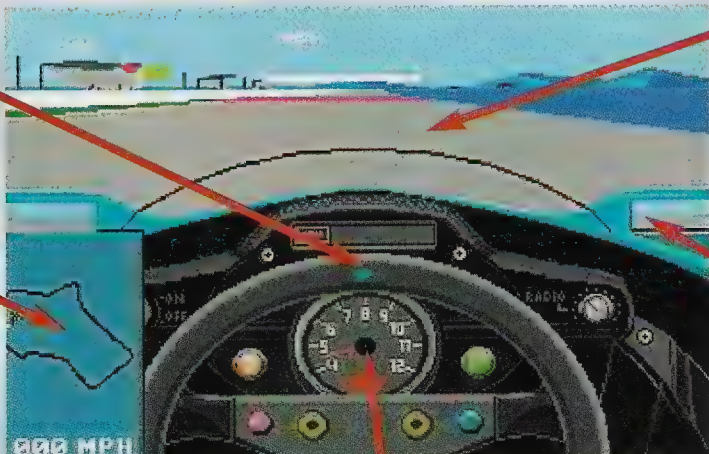


As in Indy 500 if you crash you can view an instant replay. Some sadistic people may buy the game and do nothing but cause crashes as it proves great fun

THE POSITION OF POWER

Your steering indicator. So you know that you are going in the right direction when on a straight or a curve

Circuit plan. This gives you a bird's-eye view of the track with dots for each car



Speedometer. This shows the velocity at which your vehicle is travelling forwards

Rev counter. The gears are automatic so this is only here for show

The road. When you are racing this will be filled with opponents' vehicles

Rear view mirror. This allows you to see whether you are about to be passed by someone



FACT FILE

House: Electronic Arts
Team: Distinctive Software Inc
Graphics: Mike Smith, Darrell Olthuis
Music: Michael J Solyrka, Kris Hatelid, Brian Plank

Indianapolis 500 had some of the fastest vectors I have ever seen and would have been the greatest car game ever if it wasn't for the lack of tracks to race around.

The graphics are relatively smooth and, although you don't get a real sense of speed with the sprint cars, they really do start moving quickly when you try out the indy cars themselves. For the rest of the game the presentation is really top notch with excellently drawn circuits and race results screens.

The sound effects are a little disappointing during the races themselves with run of the mill skidding noises and engine sounds. At least they change for each different type of car giving the engine more of a roar. The tune does add a racey feel to the game.

Perhaps the real down point is the difficulty level - it's easy to get to grips with the controls, but winning races is really quite hard and I kept crashing. (Perhaps you're just a bad driver, Bri - Ed) I only won one race from three hours of driving!

Another point on the downside is that the game is on no less than five disks. So unless you own a hard drive you are going to be in for a rough time with all the disk swapping.

Electronic Arts has done it again with Mario Andretti. It is definitely one of the best driving games ever conceived outside of an amusement arcade. This game isn't just good its great, despite a few hitches.

If your looking for an excellent, speedy drive look no further than Mario Andretti!

X-RATING: XXXX

Gameplay: 16/20
Lastability: 17/20
Presentation: 17/20

RELEASE INFO
PC: £99.99 Soon
Atari ST: TBA Dec
Amiga: TBA Dec

RBI 2 BASEBALL

FACT FILE

Software House: Domark
Development team: The Kremlin
Programmer: Andy Taylor
Graphics: Tony West
Music: Andy Taylor

As a baseball simulation this is possibly one of the best on the market at the moment with a good balance of both strategy and arcade elements.

As far as stretching the Spectrum's abilities I think that Domark has done a very good job.

The graphics are crisp and clear and the animation is surprisingly smooth. The controls are thoughtfully laid out and they are reasonably easy to get used to.

X-RATING: XXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 15/20

RELEASE INFO	
Spectrum	c£10.99 June
	d£17.99 June
C64	c£10.99 June
	d£14.99 June
Amstrad	c£10.99 June
	d£17.99 June
Atari ST	£99.99 July
Amiga	£99.99 July
PC	£99.99 Soon



What's all this sudden interest in baseball games eh?

Hardball on the Mega Drive and now this latest one from Domark being

released on practically every format under the sun! Will you ever tire of thwacking leather spheres around?

Baseball from Domark. As with all games of this style you're going to have to become pretty good with the old timing in order to strike a home run.

What RBI 2 gives is a 3D view of the baseball stadium as you look down on the players scurrying around. Most of the rules and strategies of the real game apply. You must pitch, bat, run and substitute players to achieve the success you need to come top of the league.

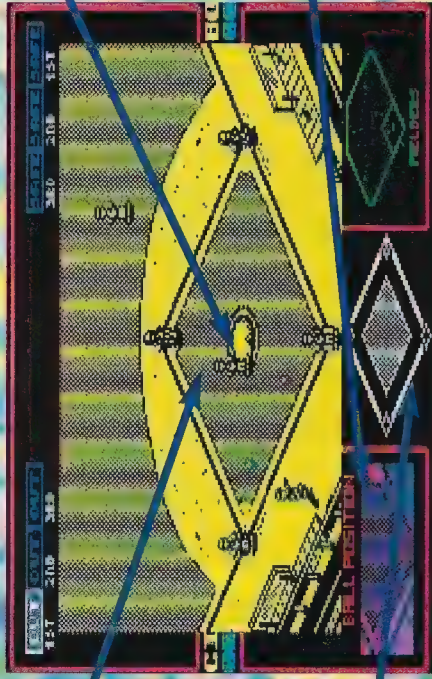
Each of the players in the game have their own strengths and weaknesses based on real life statistics.

For batters, the stats include position, hitting ability, power and running speed. All of the figures have been taken from 1989 stats of actual professional players.

SWITCHING VIEWS

As with Hardball there are a number of views which switch around depending on how the ball has been played.

The main screen is a close-up



The diamond itself where all of the action takes place. An overview of the diamond shows player positions.

The mound, a tightly packed mound of dirt from which the bowler pitches.

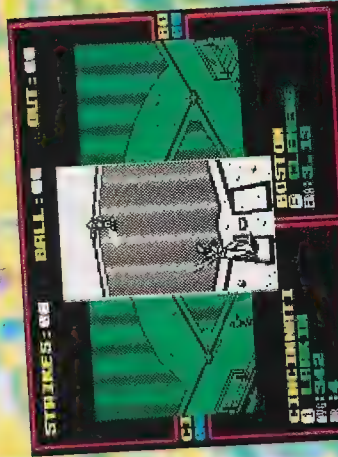
A close up 3D view of the bases and the relative position of the ball.

of just behind the batter as he prepares himself for the oncoming onslaught.

If he actually manages to strike the ball, the view switches to the leather orb sailing into the air above the diamond, and your fielders must then chase around like a bunch of blue bummed flies so they can get the batter out. Simple.

Gameplay is definitely a good balance of strategy and arcade fun, thus making this appealing to fans of both action and think-em-up games.

However, I can say that it will only appeal to fans of Baseball. If you don't like the real thing I can't see any reason why you should really be that enthralled by this. It's all up to personal preference.



The view zooms in and gives a close-up of your batter hitting the ball.



Those plucky little fielders really work hard don't they?



Keep an eye on your team's position after each inning.

Sometimes a grill will cover these doors as you enter the room



The fire ball is quite a powerful weapon

The chap who you control

Number of keys you have

Your energy indicator

Number of lives remaining

Amount of money obtained

Why do storylines always say that darkness descended over the land? Evil can still do his dirty deeds in the light you know!

Anyway, the anti-light has arrived and brought terror to the inhabitants of the land. (Where have we heard that before?) The perpetrator of this evil deed must, somehow, be destroyed.

Only one person can thwart this power and that is you! You have entered his castle and must proceed to run around all 200 rooms blasting at meannies and collecting all the items you can lay your hands on.

The main reason for you to be

here though is to get four pieces of the Scroll of Necromancy.

Running around on your quest you will encounter lots of meannies all of which will sap your energy.

Some of the little blighters will be riding fire breathing dragons and if you kill them you get the opportunity to ride a dragon.

SHOP OF HORRORS

You can collect many bags of money which can be used in Hugo's shop which appears at various points of the game. It's here that you can purchase different potions and weapons to use when out in the domain.

Unfortunately some of the

CREEPLY

All Spectrum owners will remember the classic, Atic Atac. Now Atlantis brings you a small game known as Creeply and it bares more than a small resemblance to the Ultimate game. Only this time you have to collect four pieces of a scroll...



Brian

many doors in the complex are locked and the only way to get through them is to find a key lying around and use it.

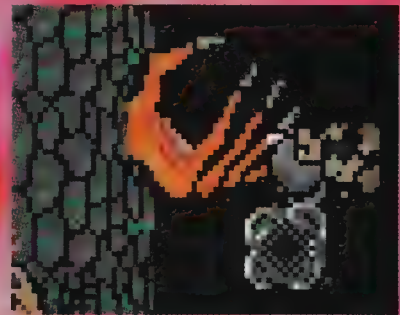
Other, smaller keys are used to open treasure chests which contain different types of icons, from keys to magic potions.

Control is by joystick with all the standard directions and fire controlling your little bloke. Pressing the space bar will use any magic potions you have in your

possession. These can warp you to different areas of the castle or give you invulnerability or even freeze you for a set time while your energy is being drained.

The 200 rooms of the castle are situated over a number of floors which can be accessed by falling through holes in the floor.

Only when you have obtained all pieces of the scroll can you make your move on the evil doer and kill him once and for all!



A huge hand will pop out of the wall at some stages and try to grab you. These will reduce your energy if you touch 'em



Every now and then you will encounter a large man in a small room. If you kill him he'll reward you with some money or some other item

THE BAD GUYS



This little chap is riding a dragon. Kill him and it's yours



Though a knight like this takes a few shots to kill it's worth it as he drops an item for you



The small but annoying meannies

FACT FILE

Software House: Atlantis
Programmer: John Shepherd
Graphic Artist: Alistair Moffat

Graphically Creeply is very poor. The overhead view looks quite nice but the perspective of the characters doesn't seem to be entirely correct.

The main sprite is very basic as he runs around and the shop owner is very 2D. The sound consists of a few spot effects all of which aren't very good, but at least this means they're at home in this game.

The gameplay owes a lot to Atic Atac being very similar, in fact so similar it's hardly feasible. But where Atic Atac was a classic, Creeply fails. It is far too fast and your character is almost uncontrollable.

The few things which have been included such as the shop, haven't done anything to add to the game, in fact they have lowered the quality.

With so many classic games being re-released at a few quid more I can't see this game doing very well at all. Even at only £4.99 I can't recommend this to anyone although it may spark off a few memories about the Spectrum!

X-RATING: XX

Gameplay: 10/20
Lastability: 8/20
Presentation: 8/20

RELEASE INFO
Atari ST £6.99 Now



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FACT FILE

Software House: Electronic Arts
Programmer: Brent Iverson
Graphic Artists: Cynthia Hamilton
Music: George Sanger

Chuck Yeager's Air Combat simulator is a combination between a fully-fledged flight sim and a straightforward shoot'em-up, and the two go together well.

However, I think the game is let down a little by the control method. I found that using the keyboard was by far the easiest, as the mouse was over-responsive and difficult to get used to; the same applied to the joystick.

That aside there are no other major gripes with the game, and the features included, especially the chance to dogfight planes from different eras, help to make the product more enjoyable.

The graphics are excellent, and with the correct sound-cards the atmosphere increases no end. To sum up, the control system is a little hard to get used to but nonetheless a strong product from EA.

X-RATING: XXXX

Gameplay: 12/20
Lastability: 16/20
Presentation: 15/20

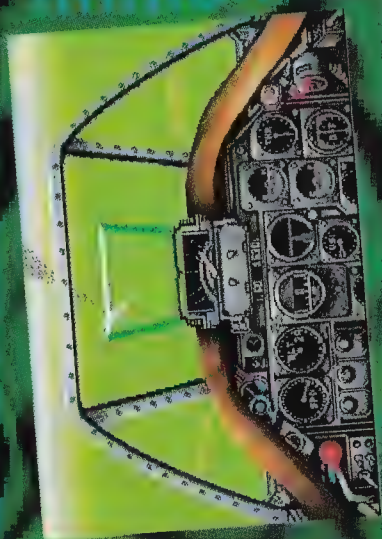
RELEASE INFO
IBM PC: \$99.99 Now
Atari ST: TBA
Amiga: TBA
Imm: Imm
Imm: Imm

CHUCK YEAGER'S AIR COMBAT

Chuck Yeager has endorsed many of Electronic Arts' flight simulators, but most of them have been based around training aircraft introducing the would-be pilot to flying. However, his latest game, Chuck Yeager's Air Combat places you as a top ace with a variety of aircraft at your disposal.



By all accounts, this is the most comprehensive Air Combat game ever. This is the most comprehensive Air Combat game ever. This is the most comprehensive Air Combat game ever.



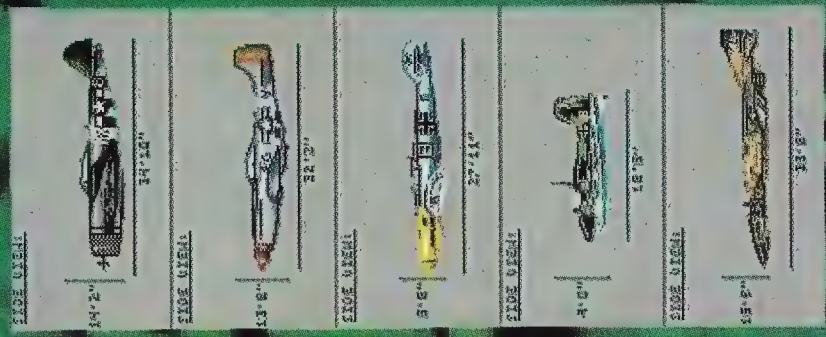
operate smoothly, although slower machines can easily run the game. To make the game faster simply decrease the detail of the game. To control your aircraft you can

either use the mouse, the joystick or the keyboard. Additionally a high-resolution mouse is also compatible. One of the unique options of Air Combat is the chance to create your own missions. Okay, it doesn't sound very new, but there are not many games that can offer a dogfight between an F-4 Phantom and a P-51 Mustang!

HISTORY LESSONS

Along with the mission editor are a variety of historic objectives which are set in the Korean war, Vietnam or back in World War 2. Under these headings are a further three missions which attempt to be totally faithful to the original tasks undertaken during these wars.

PASSING THROUGH THE ERAS



P-51 Mustang
 Type: Single seat fighter
 Max speed: 437mph
 Armaments: 6x .50 cal MGs

Mitsubishi MiG-17
 Type: Fighter
 Max speed: 800mph
 Armaments: 2x 30mm MGs

Mitsubishi MiG-21
 Type: Single seat fighter
 Max speed: 700mph
 Armaments: 1x 23mm MG, 1x 30mm MG

F-4 Phantom II
 Type: Multi seat fighter
 Max speed: 596mph
 Armaments: 6x 20mm Mk 109

The manual explains most of the controls. Finally making it into the air you will not be on your own. A number of the missions have wingmen which help you locate and attack the enemy forces. To give hints to improve your flying skills a digitised picture of Chuck appears along with a sentence telling you where you went wrong - speech is included if you have a Covox sound-card.

The missions use the craft the original pilots would have flown, these being individually drawn to make their appearance different inside as well as out. As expected over 10 views can be accessed by tapping the function keys along with shift. To control other features like the afterburners, raising or lowering landing gear and other details, a certain key must be pressed. Fortunately a comprehensive

Now this would be reasonably OK if the bullet ship was empty, admittedly a trifle annoying, but OK. However, a huge great gaggle of historical figures just happened to be having a nose around the ship when it was hurried into space. Unprepared for the rigours of space travel the group of famous people have little chance of survival!

Your job as the square chimned, handsome and muscly young hunk is to rescue the unsuspecting crew of the craft. Yet another easy job for the hardened games player.

FANTASY ADVENTURE

Martian Dreams is the first alternate history adventure in the Ultima series of fantasy adventure games. This long established line of RPGs has been popular ever since its conception by the mysterious Lord British many years ago.

MARTIAN DREAMS



The war is 1890, the location; the World Columbian Exposition in Chicago. Astronomer Percival Lowell's colossal space cannon is poised to hurl a huge bullet ship to Mars. Unfortunately, disaster strikes, and the cannon discharges a day early....

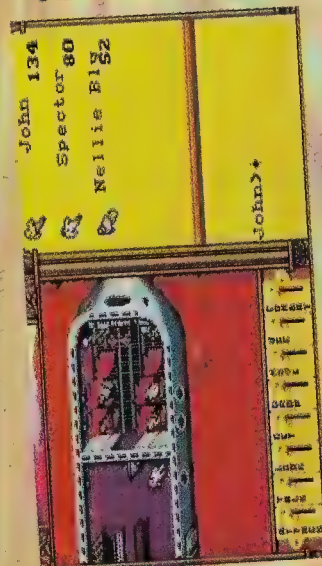
Now, the concept has been extended away from the fighting fantasy area into a realm of fantasy fiction. Martian Dreams combines what modern scientists know of the planet Mars with the visions of writers and scientists of the 1890s.

The user interface is undoubtedly the most advanced yet in an Ultima series game.

The program gives you a simple to use point and click system to manipulate and interact with the various characters and objects

within the game. The landscape is vast and you will have a lot of exploring to do if you are to unravel the many mysteries of the strange red planet.

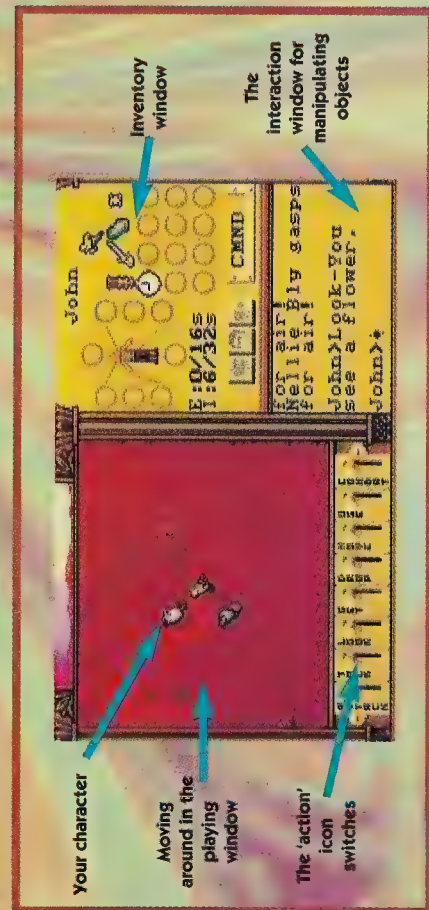
Origin has thoroughly updated the entire presentation of the game



On board the crashed space capsule you attempt to work out a way of getting out!



Sigmund Freud helps you to develop your character when you load the game



The interaction window for manipulating objects

Inventory window

The 'action' icon switches

Moving around in the playing window

Your character



Me! What do you reckon? I think I must've had my hair cut or something!

The sinister image of the planet Mars rears up on your viewing screen



so now, if you have all of the posh hardware and add on dangly bits for your PC you can have super-duper graphics coupled with stereo sound and music.

ALL STAR CAST

When the spacecraft was launched the people who were on board represented a huge gooey slice of world history. Many very important figures were present from the sexually obsessed psychologist Mister Sigmund Freud to the literary genius of HG Wells and Mark Twain.

All of the characters have something to offer in the way of help so it is up to you to use them at the necessary time.

All characters are in possession of a number of objects and pretty much all of these are necessary to complete the puzzles that you will face.

As with most adventures you're just going to need to find out when you'll need each of the objects. Easy when you know how!

Many of the characters also have a piece of vital information which must be extracted from them through conversation. This can range from being a really easy process with some characters to downright annoying with others.

FACT FILE

Software House: Origin
Development Team: Lord British
Programmers: Mike McShaffry, Paul Meyer, Bob Quinlan
Graphic Artists: Jeff Dee, Keith Berdak
Music: The Fat Man

Pretty much all of the games coming from the US for the PC now use the lovely VGA graphics and snazzy soundboards available.

As a result the presentation is of a very good quality. The backgrounds are beautifully drawn and the music is dramatic and well written.

To play, this is a very good quality RPG. Fans of the previous Ultima games will undoubtedly feel at home with this at once, as the overall feel is very similar. The user interface is extremely easy to use and you should find it a piece of cake to get to grips with.

The scope of the adventure is huge and the most seasoned adventurers should find that there are enough puzzles and locations to explore to keep them occupied for quite some time.

If you like a good adventure and you fancy something where the graphics have been snazzed up a little you could do far worse than this.

X-RATING: XXXX

Gameplay: 16/20

Lastability: 18/20

Presentation: 16/20

RELEASE INFO

PC £35.75 Now



FACT FILE

Houses: The Software Business
Team: In House
Programmer: Geoff Phillips

The first thing you'll notice about Living Jigsaws is that it is a puzzle game and unfortunately a poor one at that.

The graphics are fairly nice to look at once the jigsaw is assembled, but this isn't enough to sell a game. Players have been spoilt and want more from a game nowadays.

There are no sound effects to speak of but this wouldn't add anything to the game anyway.

The control system is fairly simple and easy to get to grips with but the game soon becomes boring and tedious to play.

The main problem is that this game is too realistic, making gameplay very boring.

You might as well have bought a real jigsaw especially considering the price difference price between the two. This is a good idea that sadly won't work very well on a computer.

X-RATING: XX

Gameplay: 7/20

Lastability: 9/20

Presentation: 10/20

RELEASE INFO

Atari ST £25.99 Now

Amiga £25.99 Now

PC £29.99 Soon

The world is full of computer simulations. Never before has a jigsaw sim been attempted. So did the pieces fit together to give a good image?

Living Jigsaws isn't just any old jigsaw package as the pictures you are assembling are slightly animated. You select the number of jigsaw pieces using different skill levels, anything from nine to 256 pieces.

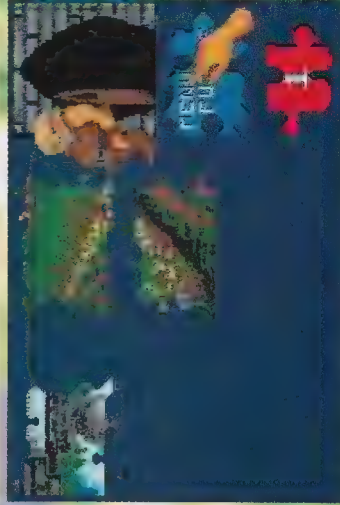
Putting together each of these puzzles is done by using the mouse. Clicking on the required piece you then attempt to place it on the board, if it won't fit anywhere you can put it back in the box and take another piece. This process is repeated until you have successfully created the piccy.

THE MISSING PIECE

You can select to experiment with different shaped pieces ranging from the standard square(ish) pieces to such weird and strange shapes that piecing together the puzzle seems almost impossible.

There is also a help option which can range from a suggested piece to a border placed on the screen. This can help you as you will then know how large the jigsaw is - very handy I can tell you.

The pictures include such amazing delights as a hot air balloon; large carnivorous, but rather cute, dinosaurs; majestic



If ever you find yourself stuck you can click on the door in the top right of the screen. The elf will appear and place a jigsaw piece correctly on the picture

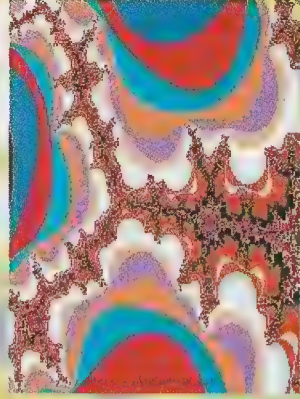
A SQUARE PIECE FOR A ROUND GAP?



Just started the piccy. This piece wasn't too difficult to place



A bit further and I'm still trying to work out what the picture is



The finished picture. Anyone who knows what this is can write in and tell me

LIVING JIGSAWS

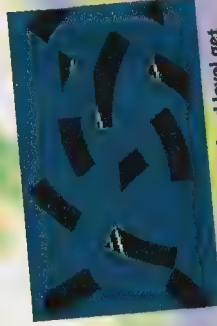
the form of an elf! He'll come out of his home and take a piece of the jigsaw at random before placing it in the correct place on the board.

So jigsaws are back and they look like taking over the world. If grandma buys you this game it means she's over her jigsaw phase and will never buy you another one again.

waterfalls; historical buildings; and last but not least a circus. There are many more to oodle over but these are far too numerous to list.

There's enough in this package to keep even the most hardened jigsaw fanatic going for days at a time without food or water.

Oh, if you do get stuck there's a help option available, this takes



The pieces on the hard level get ridiculously small. The above pieces make up a road believe it or not!



All the fun of the fair can be yours if you manage to complete this little picture



Being given a 5,000 piece jigsaw for Christmas by grandma is always a subtle ploy to get rid of you for a few hours. Now you can throw away the cardboard and start mixing those pixels...

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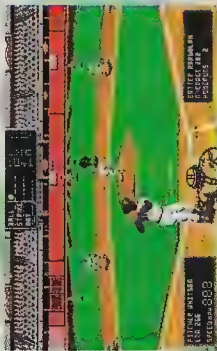
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RBI 2 Baseball Atari ST

First Reviewed: This Issue
Software House: Domark
Development Team: The Kremlin

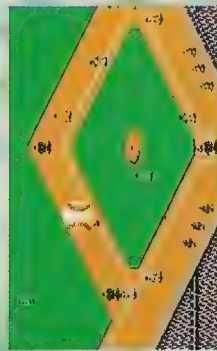
America's favourite pastime, baseball has appeared numerous times before on the computer and each has been of a fairly average standard.

The basic rules are: Two teams take it in turns to bat and field for nine innings to see who can get the most



runs. Each player takes his turn and he tries to hit the ball as far as possible.

The ST version sports great graphics including amusing little screen displays. The sound effects are also of a high standard with a lot of sampled speech and hitting sounds, coupled with little



musical ditties. The game is also very easy to play and will enthral you in one-player mode. Well worth owning.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 17/20

R-Type 2 Atari ST

First Reviewed: Issue one
Software House: Activision
Development Team: Arc Development
Programmer: Tim Round
Graphic Artists: J Harrison, P Michalak
Music: Martin Walker

R-Type is one of the all-time classics and is loved by everyone who plays it - well almost. It basically involves you flying the R-9 craft through eight levels.

The sequel has five large levels for you to enjoy, with enhanced weaponry and new meenies to destroy.



Graphically the sequel is very similar to the original. The Amiga had the parallax and the ST hasn't.



Sound is rather good. If you enjoyed the original you couldn't go far wrong with the sequel.

X-RATING: XXXXX

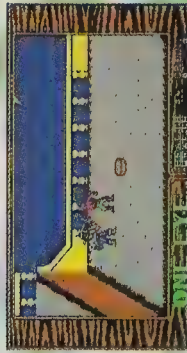
Gameplay: 14/20
Lastability: 15/20
Presentation: 15/20

Skull and Crossbones PC

Software House: Domark
Development Team: Walking Circles
Programmer: Walking Circles
Graphic Artist: Walking Circles

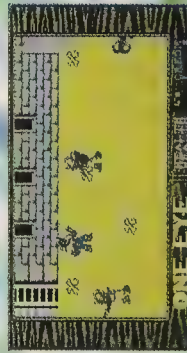
The action pirate game moves its way over to the PC, and, oh dear it really is quite unbelievably awful.

Graphically it has managed to achieve new levels of atrociousness and the animation is quite incredibly naff.



The ST and Amiga versions were pretty darned copy but the PC version actually makes them look all right!

Gameplay is embarrassingly easy and you will doubtless have a laugh



when you see the abominable way that the screens flash from one to the other.

To be quite honest this is undeniably the worst game I have seen which has been specifically written for a fully equipped PC.

X-RATING: X

Gameplay: 5/20
Lastability: 5/20
Presentation: 5/20

Elvira - Mistress of the Dark C64

Software House: Microvalve
Development Team: Flair Software

The woman with the bottomless cleavage returns on the trusty old 64 in her role-playing horror game. Enter the castle of Killbriagant and help the well endowed young lady eliminate a



bunch of evil spirits who are causing her problems. She is intending to turn the fortress into a pleasure resort but the ghoulies have other plans!

Graphically this is really quite incredibly stunning. Both the Amiga and ST versions were very impressive and



this conversion has really stretched the 64 to its limits. Well worth the asking price of 25 quid (on disk only).

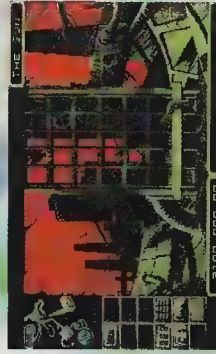
X-RATING: XXXXX

Gameplay: 16/20
Lastability: 17/20
Presentation: 18/20

Deuterios Atari ST

Software House: Activision
Programmer: Ian Bird
Graphic Artist: Jai Redman
Sound: Matt Betes

Deuterios is the follow-up to the excellent strategy game Millennium 2.2, but whereas the previous game failed because the overall task was too



small the ST version boasts a game that will take you over twice as long to complete - possibly more than 50 hours.

The game is similar to the prequel, and the basic gist is to colonise the



solar system before progressing on to something bigger - the universe.

The ST version of the game is very similar to the Amiga, and apart from the sound changes the game is excellent. The controls cannot be faulted, and overall, fans of the original will love it, as will enthusiasts of the strategy genre.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 18/20
Presentation: 14/20

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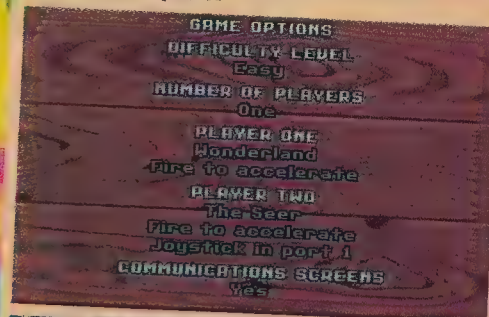
Let's do something silly, it's becoming obvious that a lot of you have hand helds. So, as well as parting with cheats, how about sending me photos of the daftest places that you have played with them (oo-er). Nick claims to enjoy a good fiddle with his Game Boy in the bath, but I bet you can do better than that! Send any daft stuff to *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP.

SUPERCARS 2

- GREMLIN

OK, OK I know the last cheat we printed didn't work for many of you, but I assure you that this one will. Look, we even got screen shots to prove it. To get 99 of every piece of equipment plus the ability to qualify regardless of position enter player one as Wonderland and player two as The Seer.

This definitely works! Thanks to D Skirvin from Macclesfield for this, now please stop writing and complaining about the last Supercars 2 tipette!



TOKI - OCEAN

This little cheat was presented to me by our very own 'Mr Player's Guide' Brian Sharp!

According to our Bri if you type in the word KILLER anywhere in the game you will be given infinite credits and the

ability to skip to any level by pressing the function keys. Also, if you type in KILLERR, with two Rs the screen will flip upside down! Not particularly useful as it becomes very hard to play, but it amused our Brian.



ADVENTURE ISLAND II

- NINTENDO

An American friend, Nicholas Peters from Wichita, Kansas has sent us a tip for choosing which of the eight islands you wish to start on. Firstly reset the game and then on the title screen press Right, Left, Right, Left, A, B, A, B.

WORLD CUP SOCCER

- TECHNOS

Rob Hilton from Hull, the man who presented us with the codes for Bubble Bobble a while back has now kindly provided us with a bunch of codes for World Cup Soccer. What a nice man!

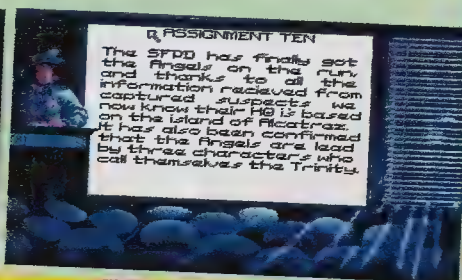
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- Game 4 - Spain - 53031
- Game 5 - England - 36331
- Game 6 - Mexico - 17231
- Game 7 - Holland - 42931
- Game 8 - USA - 56131

KILLING CLOUD

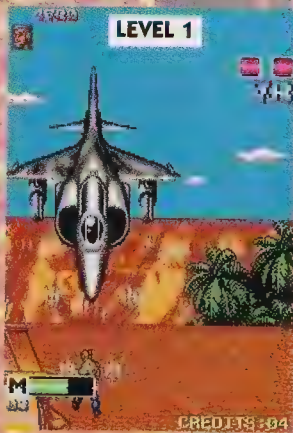
- IMAGEWORKS

After our cry for help in issue five, we now can present you with the final five level codes for this superb cops 'n' robbers flight/battle simulator. Thanks to Martin Newing from Brighton for helping us out with this one.

- Mission 6: XXX6G6EJ
- Mission 7: 4333GWER
- Mission 8: W3Q1GWC
- Mission 9: 63QTEDEX
- Mission 10: CA2FG7E2



Nothing like trying to rescue the ex-president of the United States with a rather large gun. Given our prestigious Game of the Week status, Mercs can cause a bit of trouble for the player. So here's a step by step guide to blasting the baddies.



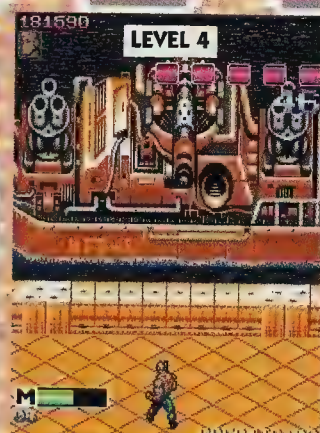
Harrier: pretty simple to destroy this one. Just stand at the bottom and fire straight up. Set two smart bombs loose and just a few more bullets will see it drop out of the sky to its death



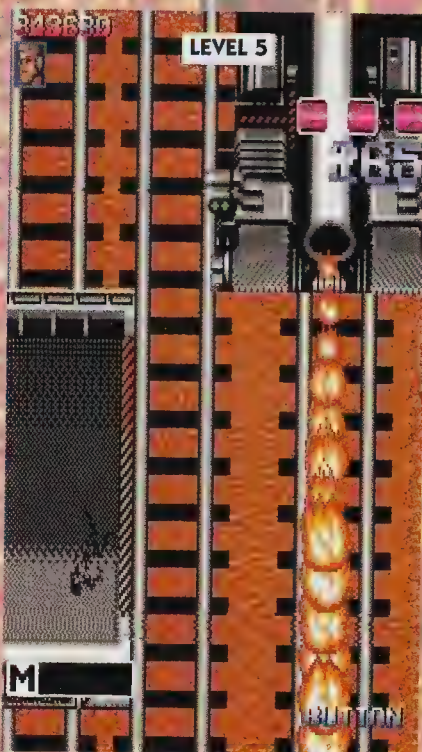
Tank: collect the flame thrower and run up the side and fire constantly, it should then remain solid white. Fire a few smart bombs and this will explode nicely in a ball of flames



Chopper: stand near to the bottom of the screen and fire upwards, you will avoid all machine-gun fire. When the blue bullets appear fire a smart bomb and they will be destroyed. The helicopter will blow up soon after. Use spread gun for the quickest destruction!



Gun Boat: panic! Fire as many smarts as you have in your possession. Do this repeatedly until it explodes. Again the spread gun is the best weapon to use



The Train: this spans the entire level and has lots of sections to be shot. It is very hard as the playing area is extremely small as you are standing on a hand car. The bullets follow set patterns which must be memorised if you are to survive. Keep firing constantly to the right and hopefully you'll pass unscathed

LEVEL 5 doesn't have a nasty, but it has a lot of special vehicles for you to travel in. Level 6 makes up for the lack of a nasty

The Gun: this is on level 7 and will pop up and start shooting at you. Use any smart bombs you have but not all and fire constantly until it explodes giving you a clear route to the end of the game

WACKY WEAPONS WHICH WILL WALLOP THE WALLIES



Standard Gun: can be upgraded to produce wider shots fired straight in front of you. Fast and very easy to use when blasting end-of-level craft



Flame Thrower: upgrades to a massive toaster which can kill end-of-level machines in no time. It can also wipe out all enemies surrounding you with a cool sweep



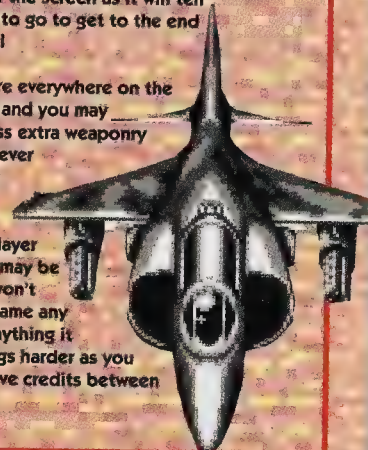
Rockets: fire in a straight line and destroy anything in their path. Not really very effective, except for end-of-level weapons, so avoid them!



Spread Gun: by far the most effective during the actual levels and on the level endings. This can be upgraded to an awesome five-way gun which makes you practically unstoppable

TOP TIPETTES

- Never run straight to the end of the level firing madly because enemy soldiers running behind will kill you
- Always take your time by turning and firing behind you to kill all unwanted wallies. They will kill you if you don't
- If you own a rapid fire joystick, use it. The game becomes much easier as you will only have to manoeuvre your character
- Save all the smart bombs until the end of the levels unless you think you're going to die from a severe wad of bullets on screen
- As soon as a special vehicle appears get in as you can advance much quicker and hold down the fire button
- If you are stuck look for an arrow at the top of the screen as it will tell you where to go to get to the end of the level
- Explore everywhere on the levels and you may come across extra weaponry you have never discovered before
- Two player mode may be fun but it won't make the game any easier. If anything it makes things harder as you share the five credits between you



In this stunning follow-up to Dynamix's *Rise of the Dragon*, we join our hero, Lucky Masters in *The Heart of China*...

PC

THE STREETS OF HONG KONG



1 From the docks, exit the screen and climb into the rickshaw. Ride into town and when you depart walk into Ho's bar. Look at Ho behind the bar on the left, and then talk to him.

To find out the location of Zhao Chi you must use the following analogue lines: 3, 1, 1, 1. You will then be confronted by a group of thugs. Talk to them using 2, 3



2 Having thumped one of the thugs in the mouth continue your conversation with Chi and convince him to join you using the lines 1, 3 and finally 3 again. Leave the bar and pick up the piece of paper blowing around.

Click the right hand mouse button on Lucky's icon and drag the paper to him. This will make him fold it into an aeroplane. Re-enter the bar and talk to Chi. Select the plane from your inventory and click it on Chi



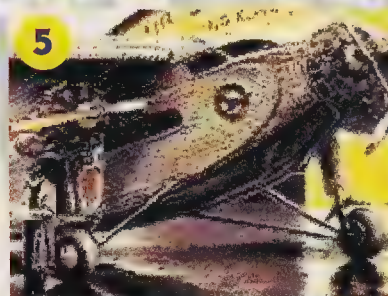
3 Now you have Zhao on your side leave the bar and enter the shop next door, Master Wu's herbal shop. Talk to Wu before switching over to Chi by clicking on his icon.

Once again talk to the old lady, and switch back to Lucky. Get Lucky to have another word with Wu before leaving the shops, jumping in rickshaw and returning to the docks



4 Over to Chi. Grab the prune from Chi's inventory and give it to the bird. Nature will take its course and the bird will leave a trail of warm, wet droppings on the quayside.

Get Lucky to pick it up. Return to Wu and talk to her, then put the bird muck in her bowl. Take everything she offers you, these being the healing herbs, the fake passport and the map of the Chengdu castle



5 Leave the shop and then the town, this time head for Lomax's place. After receiving Lomax's harsh words make your way to the airport.

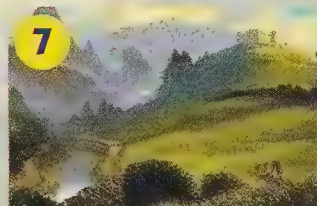
Walk over to the guard, who will start asking for your passport. Answer his question using line number two, and you'll find that Lucky will bluff his way past. Don't use the fake passport whatever you do



6 Once you've climbed aboard the Yankee Eagle, collect the rope, the hook and the iron crow bar. Jump into the cockpit and set off for Chengdu and the fortress of the evil Li Deng.

Having spent numerous hours in the air, you will have to scan the countryside for a suitable place to land. Try the plot of grass just below the castle

THE CHENGDU FORTRESS



7 Exit the plane and wait for the local farmer to walk towards you. Get Lucky to talk to him, and then switch over to Chi and repeat the process.

Talk to him using the dialogue lines 3, then 1. Switch to Chi's inventory and dress him in the peasants clothing. Walk off up to the castle, and watch the peasant enter. Ignore, this and sneak off to the left.

You must time this when the guard is off-screen. Give Lucky the iron bar and operate it on the metal grill. Both Lucky and Chi should now be inside the sewers. Get Lucky to turn on his lighter, providing a little illumination.

Keep plodding through the murky water and along the way pick up one of the wooden struts. Keep trying, one of them can be pulled free. Continue up the screen until you come across a small hole in the roof



8 Use the wooden strut to enlarge the gap, and then climb up. You will now be standing in the fortress kitchen with a particularly large dog staring at you. Change Chi back into his ninja clothes.

Leave to the right and pick up the rice wine. Return to the kitchen and drop the wine in the dog's bowl and watch him keel over. Enter the cook room behind the intoxicated pooch and pick up the knife.

Leave the bedroom, walk to the dining area and then right again to the Palace hallway. Lucky and Chi will be hidden behind a large pot. Exit out of the bottom of the screen, but wait until the guards have walked off-screen.

Hopefully you're standing in the forecourt. Walk into the gatehouse on the left and pick up the ring of keys before returning to the palace. Once again avoid the guards and walk left in the dining room



ZX SPECTRUM

SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN

More action-packed info on the latest in the Spectrum scene by Nick Roberts, editor of Crash. This week: tips on the fab Nightshift, more All Time Greats and a look at the SAM Coupé scene.



The SAM Coupé is the latest 8-bit computer to hit the market, and it's a really impressive one too. The machine has 16 colour high resolution graphics, 256K memory that can be expanded to over 4 megabytes, MIDI capabilities and the ability to load Spectrum games!

The latest full price release for the SAM is **Prince Of Persia**, a game that has been a great success on 16-bit machines due to its amazing animation and addictive gameplay.

All the features of the original game are found in this version and the playability has been maintained.

You play the part of the Prince and have to rescue your Princess from the hands of the evil Jaffar. He has thrown you into the dungeons of his castle and plans to marry your true love within the hour! It is up to you to brave the action-packed levels and the sword wielding guards out to stop you.

When I first heard a SAM version of this game was being planned I thought that this could be the one to prove that the SAM is capable of producing games to an equal quality of both the Amiga and Atari ST.

Playing this game it looks like I was right, this is one first class game that no SAM owner should be without, and it only costs £14.99 from Domark! Go out and buy it!

Because of the lack of commercial software on the SAM at the moment the **public domain** scene is thriving with new demos, games and utilities being created every week.

A particularly good source of these demos are the disk magazines, titles like Fred, Enceladus, Review and The Wibbly Bits! For only a couple of pounds a disk these are great value for money.

LOOK SPECTRUM OWNERS A FREE GAME...

Once again the games on the free disk which is on the front of the mag are only for Amiga and ST owners. But, don't feel too dejected you haven't been left out. Here at **Games-X** we have a cunning plan to keep all our readers happy.

All you have to do is collect the three free disks from each of the special coverdisk issues of the mag. Then return them with a small sum to cover p&p and we'll send you a game for your machine! Next week the name of the free game will be revealed, so if you don't want to miss out buy the mag...



ZX SPECTRUM



DISK

TOP TIPS ON NIGHTSHIFT

Here's an original game for you that's great fun to play too. If you are finding the doll making a bit tough then try out some of these codes for the first ten levels.

- Level One:** BANANA/LEMON/BANANA/BANANA
- Level Two:** CHERRY/BANANA/BANANA/LEMON
- Level Three:** BANANA/CHERRY/PINEAPPLE/PLUM
- Level Four:** PINEAPPLE/LEMON/PINEAPPLE/PINEAPPLE
- Level Five:** PINEAPPLE/PINEAPPLE/LEMON/ CHERRY
- Level Six:** CHERRY/PLUM/PLUM/PINEAPPLE
- Level Seven:** CHERRY/PINEAPPLE/LEMON/BANANA
- Level Eight:** PINEAPPLE/BANANA/PINEAPPLE/CHERRY
- Level Nine:** PINEAPPLE/LEMON/LEMON/CHERRY
- Level Ten:** LEMON/BANANA/PLUM/PLUM

HEROQUEST GREMLIN

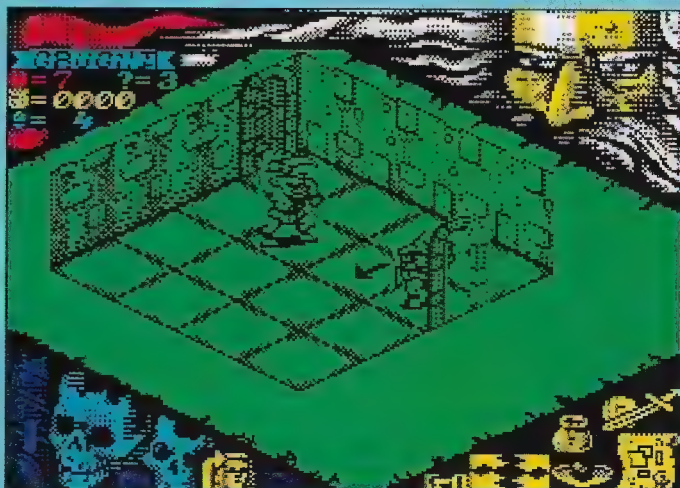
£10.99 £15.99

Board-games have been converted to computer before but never with the success of HeroQuest from Gremlin.

No boring squares with each player moving a tiny silver dog here, this game allows you to have up to four characters, each with their own strengths and weaknesses and is all in glorious 3D with some impressive graphics.

The action takes place down in the dungeons with the objective to attempt the 14 missions available. Each character is controlled by moving a pointer over the on-screen icons and the battle scenes are slightly different to your average game.

Instead of the winner being decided by the one with the fastest trigger finger in HeroQuest it is decided by the throw of a dice. If you love the board-game



and are a real role-playing adventure freak then you will find this an essential purchase.

SPECTRUM ALL TIME GREATS!

Last week I brought you numbers 30 down to 21 in the all time great spectrum games including some real classics. Here is the second instalment as we make our way up to that number one spot!

20. BATMAN - THE MOVIE

Another game of the film and with its various sections offering different game styles it is not one you will get bored of easily.

Crash score: 93%
Release date: 1989

Where to get it: Re-released by The Hit Squad

19. GHOULS AND GHOSTS

A great conversion with some excellent scrolling.

Crash score: 92%
Release date: 1989

Where to get it: Still on full price



18. CONTINENTAL CIRCUS

One of the best car racing games to hit the Spectrum with realism right down to the rain falling on the track!

Crash score: 90%
Release date: 1989

Where to get it: Re-released by Mastertronic Plus

17. CHASE HQ

Cop car chases and guns galore in a high speed racing/blast'em up game.

Crash score: 95%
Release date: 1989

Where to get it: Re-released by The Hit Squad



16. HARD DRIVEN

Car racing of a different kind, this time in solid 3D for ultimate realism.



Crash score: 92%
Release date: 1990

Where to get it: Full price

15. THE GREAT ESCAPE

An atmospheric 3D adventure set in a prisoner of war camp.

Crash score: 96%
Release date: 1986

Where to get it: Re-released by The Hit Squad

14. NIGHT HUNTER

Supernatural characters and blood suckingly simple gameplay make a great game.

Crash score: 91%
Release date: 1990

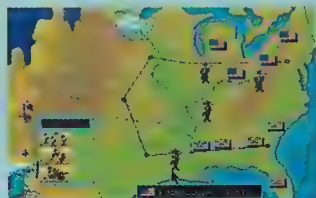
Where to get it: Full price

13. NORTH & SOUTH

The trials and tribulations of the American Civil War brought back to life with excellent results.

Crash score: 96%
Release date: 1991

Where to get it: Full price

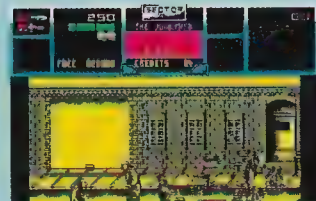


12. NARC

If it is gore you want then look no further than the rocket launcher in this shoot'em-up game. Heads and arms everywhere!

Crash score: 95%
Release date: 1990

Where to get it: Full price



11. NIGHTSHIFT

A totally original game concept. You are in a doll factory and have to make sure the machine stays happy and produces the correct dolls.

Crash score: 96%
Release date: 1991

Where to get it: Full price

MINDCRAFT

COMMODORE 64 MASSIVE MINDCRAFT COMPETITION

Together with Electronic Arts and Mindcraft, we're offering all you C64 owners the chance to win acres of software for your machine!

Electronic Arts has recently signed a deal with Mindcraft, critically acclaimed as the leading role-playing game specialist.

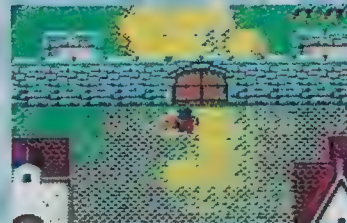
Mindcraft prides itself on the invention and meticulousness of the puzzles in its adventures. As team leader Ali Atabek admits, it's this element of the game design that takes the time.

But it's time well spent as the company's first title *The Magic Candle* was voted fantasy role-playing game of the year by Computer Gaming World, Gameplayers, and Questbusters.

Its next release, *Keys to Maramon*, was equally well-received, and Mindcraft knew it had found the perfect mix of arcade action and role-playing.

Now Mindcraft is set to release *Magic Candle II* which is to be published by Electronic Arts.

To celebrate the launch we are running a Mindcraft competition exclusive to 8-bit users. Courtesy of EA the compo winner will receive an Atari Lynx Pack. A total of 50 runners



up will win either a copy of *The Magic Candle* or *Keys of Maramon*.

NOTE: Both games are only available on C64 disk.

To enter, simply answer these questions on adventure, myth and legend:

- 1) What mythical beast did Theseus fight in the Labyrinth?
- 2) Name the lady who Sir Lancelot and King Arthur fought over.
- 3) In Greek mythology, what effect did looking at the Medusa have?
- 4) Name the God of Thunder in Norse mythology.
- 5) What animal raised Romulus and Remus, founders of Rome?
- 6) Beneath the sea, Poseidon held the keys to the door that imprisoned which mythical creature?

MINDCRAFT C64 COMPETITION

I would joyously suggest that the answers are:

- 1).....4).....
2).....5).....
3).....6).....

Name

Address.....

.....

.....Post Code.....

Once again here are those special charts compiled

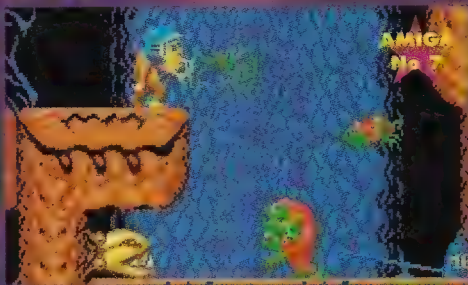


A big Budget Chart shocker this week with Team 17's Amiga-only karate game, **Full Contact** smashing its way in at number seven. Here at *Games-X* we knew it wouldn't be long before it stormed into the Chart.

There is also another minor shock as there isn't a **Dizzy** game occupying the number one spot, but what is there is still a product from Code Masters!

The Amstrad Chart has taken a turn for the better even though there are still no new games having made an appearance there are plenty of re-entries and even a utilities package.

Have Amstrad owners realised that there is more to life than **Dizzy Mutant Narcotic Schwarzeneggers?** I



doubt it, but it's a pleasant change. **HeroQuest** occupies the top slot on the ST while hot competition is coming up behind in the shape of



Warzone, **3D Construction Kit** and **Pro Tennis 2**. Somehow I knew that **Warzone** would begin to strike out at the top of the Chart!

1	★	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
2	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
3	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
4	▲	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
5	▼	WINNING TACTICS House: ANCO Team: DINO DINI
6	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	★	TOKI House: OCEAN Team: OCEAN FRANCE
8	▼	HEROQUEST House: GREMLIN Team: 221B
9	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
10	◆	CRICKET SIMULATOR House: SOFTWARE INT. Team: IN HOUSE

1	▲	HEROQUEST House: GREMLIN Team: 221B
2	◆	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
3	▲	3D CONSTRUCTION KIT House: DOMARK Team: INCENTIVE
4	▲	WARZONE House: CORE DESIGN Team: IN HOUSE
5	★	PRO TENNIS TOUR 2 House: UBI SOFT Team: BLUE BYTE
6	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	◆	GODS House: RENEGADE Team: BITMAP BROTHERS
8	★	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
9	▼	FINAL WHISTLE House: ANCO Team: DINO DINI
10	▼	WINNING TACTICS House: ANCO Team: DINO DINI

1	◆	SUPREMACY House: VIRGIN Team: PROBE
2	▲	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
3	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
4	★	VIZ House: VIRGIN Team: PROBE
5	▼	SHADOW DANCER House: US GOLD Team: IMAGES
6	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	▲	POWER UP House: OCEAN Team: VARIOUS
8	▼	NORTH AND SOUTH House: INFOGRAMS Team: IN HOUSE
9	▼	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
10	▼	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE

1	★	HEROQUEST House: GREMLIN Team: 221B
2	▼	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
3	▲	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
4	▲	POWER UP House: OCEAN Team: VARIOUS
5	▼	VIZ House: VIRGIN Team: PROBE
6	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
8	▼	SHADOW DANCER House: US GOLD Team: IMAGES
9	★	SCI House: OCEAN Team: ICE SOFTWARE
10	★	GOLDEN AXE House: VIRGIN Team: PROBE

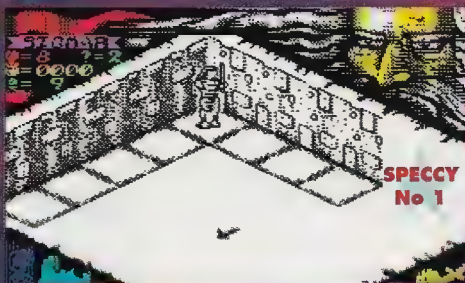
exclusively for Games-X by Gallup

H A R T S

While **F15** shocked everyone in both the Amiga Chart and the Full Price I happened to notice the welcome return of Ocean's excellent **Toki**. We all thought it had disappeared for good from the Chart, so welcome back. I just hope it stays around for a bit longer this time.

The major difference between last week's **Speccy** Chart and this week's is easily noticeable. **HeroQuest** has broken in at number one stopping the ever present **Dizzy Collection** and **Turtles**. Don't tell me you **Speccy** owners are getting some sense after all this time!

The Nintendo Entertainment System chart hasn't done much in the past month, **Gauntlet 2** has



appeared at six and Nintendo World Cup has scored big by getting to number one. Otherwise nothing else has changed much.

TEAM TALK

John has been acting really strange this week, mainly due to severe boredom (he could be lovesick - Pam), and he has been playing anything with a simultaneous two-player option on it. From **Warzone**, to **RBI Baseball** and now he's on to the brilliant **North & South**. Is there no stopping this kid?

Hugh's strange cardboard mask seems to have come alive. It keeps appearing in different parts of the office although no one has ever seen it move. Sounds like a plot for a very silly horror movie doesn't it?

On a lighter note Pam has suffered the ultimate embarrassment of buying a **Spectrum** game. Poor Pam, she's almost a nervous wreck as I write these words.



Nick



Pam

1	▲	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
2	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	★	BADLANDS House: DOMARK Team: TEQUE
4	▼	VIZ House: VIRGIN Team: PROBE
5	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
6	▲	FISTS OF FURY 2 House: VIRGIN Team: VARIOUS
7	★	POWER UP House: OCEAN Team: VARIOUS
8	★	PICTIONARY House: DOMARK Team: IN HOUSE
9	★	MINI OFFICE 2 House: EUROPRESS SOFTWARE Team: IN HOUSE
10	★	SUBBUTEO House: ELECTRONIC ZOO Team: IN HOUSE

1	▲	NINTENDO WORLD CUP House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
2	◆	SUPER MARIO BROS 2 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
3	▼	GREMLINS 2 House: NINTENDO Team: SUNSOFT
4	▼	MEGA MAN 2 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
5	◆	WORLD WRESTLING House: NINTENDO Team: TECMO
6	★	GAUNTLET 2 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
7	▼	SNAKE RATTLE AND ROLL House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
8	▲	DUCK TALES House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
9	▲	SUPER OFF ROAD House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
10	★	TRACK AND FIELD 2 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN

1	▲	QUATTRO CARTOON House: CODE MASTERS Team: VARIOUS
2	▼	MAGIC LAND DIZZY House: CODE MASTERS Team: OLIVER TWINS
3	▲	MULTIMIXX 1 GOLF House: KIXX Team: ACCESS
4	◆	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
5	▼	DIZZY PANIC House: CODE MASTERS Team: OLIVER TWINS
6	◆	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
7	★	FULL CONTACT House: TEAM 17 Team: IN HOUSE
8	◆	CONTINENTAL CIRCUS House: MASTERTRONIC Team: TEQUE
9	◆	PAPERBOY House: ENCORE Team: NEIL BATE
10	★	TREASURE ISLAND DIZZY House: CODE MASTERS Team: OLIVER TWINS
11	▲	EURO BOSS House: E&J Team: IN HOUSE
12	★	PROFESSIONAL FOOTBALLER House: D&H GAMES Team: IN HOUSE
13	★	OPERATION WOLF House: HIT SQUAD Team: OCEAN FRANCE
14	▼	RED HEAT House: HIT SQUAD Team: OCEAN
15	★	APB House: HIT SQUAD Team: TENGEN

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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CLASSIFIED ADVERTS

This is the space in the magazine where you can advertise any bits and bobs that you don't want or need anymore.

If you're changing your machine or you've finished a console game then why not give other readers a chance for a bargain and make some cash in the process?

The only rules are that we do not accept adverts for software - either sales or swaps - on software formats that are copyable - that means disks and cassettes. So if it's software it must be on cartridge. Oh and no trade ads either!

- Atari 520ST with games, 70+ disks, joystick, mouse etc £230 ono. Tel (0706) 49667.

- Amiga 500 One Megabyte, mouse, two joysticks, second drive, 50+ games, all leads £650. Phone Simon after six 0923 772450. Also Super Famicom, three games, £280. Japanese Mega Drive £80 ono.

- Atari Lynx Console User The new fanzine for the Atari Lynx. Tips, reviews, competitions, send 35p + large SAE to Lynx User, 11 Montgomery Dr, Spencers Wood, Reading, RG7 1BQ.

- For Sale . Commodore 64/128, colour monitor 1901, data recorder, 2 joysticks, 50 games, £225 ono, Contact Raj (0533) 737424.

- Game Boy, four games. Nintendo, six games. Selling bargain (0708) 760265.

- Sega Master System, nine games, steering wheel, joystick. £140 ono. Telephone (04023) 74756.

- C64 cartridge, Chase HQ2 for sale. £10. 061 747-5977

- Super Famicom. Perfect boxed condition. Six carts. Any test. The business! £400 no offers. (0420) 473655 after 6pm. Possible deliver.

Name Cheque enclosed for £

Address

(Minimum £2 for 10 words)

Post code.....

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

SHAKE THE DISEASE

I have recently bought Rainbow Islands, Chuck Rock and Lemmings and after one month all three ended up with a virus on them. I have tried to repair them using a virus killer called Virus TV but it said I need Diskdoctor. What is Diskdoctor, and where can I lay my hands on it? Please help.
M Mooney, Glasgow.

Dr X: You do not mention which computer you are using, but if you talk about Diskdoctor I assume you have an Amiga. You should in fact have Diskdoctor, as it comes on either the Workbench or the Extras disk.

However, I recommend you do not use it on your corrupted disks. This is because the facility doesn't



To access Diskdoctor simply insert Workbench and enter CLI. However, I do not recommend you use this program as it will often cause more harm than good

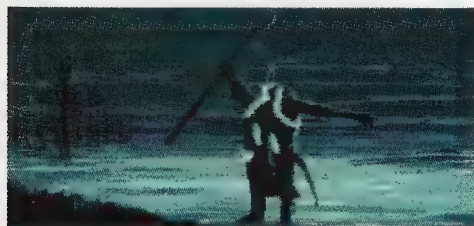
actually rectify the virus. It simply deletes the boot sector it was on. This means you could easily lose valuable files.

Instead try contacting the software houses that the products came from as they will usually replace the disks for a small fee. Contact Ocean on 061 832 6633, Core can be called on 0332 297797 and Psygnosis' telephone number is 051 709 5755.

SHORT AND SOUR

Could you send me a complete solution for Shadow of the Beast 2?
Tony Millar, Suffolk.

Dr X: I thought Suffolk was a posh area of the country, but judging by your letter, without even one please or thank-you in sight, I must be mistaken. Now in answer to



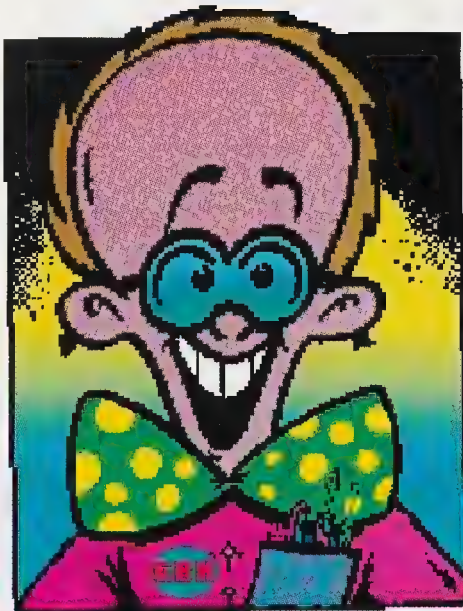
Congratulations must go to Psygnosis for producing one of the hardest games out. However, I, the great exalted one have written a comprehensive guide for wary adventurers

your question – no. Mind you, thanks for the stamp – I'll use that to post my Auntie's birthday card and throw your envelope in the bin. Cheers.

DOCTOR SEGA?!

I get your magazine every week and I think it's brilliant. I am mad on Sega games consoles, and so I wondered if you could send me a Sega catalogue with all the latest games and all the new joysticks and all the latest gear (Okay, stop rambling on – X).
Neil Evans, Kent.

Dr X: Now let's get one thing straight. My name isn't Doctor Sega, or Sega X for that matter. Surprisingly



Dr X

For crying out loud, I've had to search my entire list of phone numbers to root out the contacts for this batch of letters. However, Dr X triumphs again. In future don't even bother to ask me for write protection sheets as I will reply with two simple words... (I think you mean – "go away" – Ed). However, if you have a genuine problems relating to anything in the known universe write to me at this address.
Dr X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

enough I don't carry a complete list of Sega gear around with me, but I know who could help you.

It doesn't take a genius to work this one out, but why don't you contact Sega itself. I'm sure it'd be willing to help. Incidentally, the company's telephone number is 071 727 8070.

TOTALLY SWIV-ED!

I have recently purchased SWIV and I am totally baffled how to avoid the oodles and oodles of enemy fire. If you could help me I would be most grateful and would worship you for ever and ever.
John Morris, Glasgow.

Dr X: Wow, a second Scotsman in the same issue, and what's more he's begging for help. I dunno, the youth of today, eh? In my opinion there's only one way to help you with SWIV and that's to give you a cheat.

However, anyone who actually reads my flowing paragraphs will realise I don't issue cheats – well not on a regular basis anyway! You will be able to help yourself if you know one thing though – the registration number of the Starship Enterprise. Simply pause the game and enter the number and voila, infinite lives.



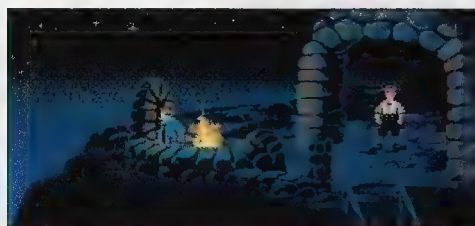
Trekkie fans will have a distinct advantage over anyone else when it comes to SWIV because entering the Enterprise's registration code will give unbelievable results

MONKEY WRENCHING

I've just bought Lucasfilm's brilliant adventure, Monkey Island. I've managed to defeat the Swordmaster and find the treasure but I can't work out how to drug the poodles. Believe me, I've tried my meat (erm, I beg your pardon? – X) but that doesn't work. Could you please, please tell me how to do it?

Paddy Pittman, Aberdeenshire.

Dr X: I too have become addicted to Monkey Island, but I must be far better than you as I've completed it, so



Before attempting to put the dogs to sleep, try this herbal remedy to solve your problems. Simply rub the natural oils of the yellow plant onto your meat and give it to the poodles

there! You're on the right lines as far as the poodles go, but you are missing one ingredient.

You must collect the yellow plant when you go treasure hunting. Then smear the yellow plant over your meat before popping it in the poodle's mouth.

SIM-PLETON CITY

Please help. I'm having a crisis here because my Sim City red piece of paper with the write-protection on it has been lost. This means that whenever I start the game, my city crumbles to dust as the copy protect system has failed.
Carlo Zimbella, Holmes Chapel.

Dr X: What do you think I am – stupid? If I were to give away copies of the write protection sheet Infogrames would have me hanged, drawn and quartered and sell me off as dog meat. Again I suggest you contact the supplier itself. The number is 071 738 8199.

The reason software houses include write protection in a game is to stop people from copying and freely distributing the product. It is for this reason why I will not spread the protection sheet, so naff off!

The same applies for anyone else who writes in and asked me for anything remotely similar to write protection. Contact the software houses responsible, and they should be able to supply with a brand new sheet for a small fee. Thank you very much, and I'll see you again next week.



In 1986, a NASA space shuttle sat on the launching site ready to receive its crew, which included a civilian, teacher Christy McCawly. The world was about to witness the most tragic, expensive and spectacular accident in the history of space flight.

The massive external fuel pod, filled with highly-explosive rocket fuel to drag the shuttle away from the grip of the Earth, separated from the craft. An explosion erupted beneath the belly of the shuttle and in a split second, the vessel was blown to smithereens.

As flotsam and jetsam whizzed around the sky, the world looked up in disbelief. This was to be the most disruptive set-back in 30 years of the Space Program. As the last of the inquiries settled into the dust, NASA began the massive task of setting the Space Program back in motion again.

The progress has been remarkable and now, courtesy of leading-edge game designer, Vektor Grafix, you can experience the most realistic and technically advanced space shuttle simulation ever.

DAUNTING TASK

I spoke to Vektor Grafix team leader, Andy Craven: "Of course we were aware that shuttle simulations had been tried before, and all of them, without exception, had been flops. But this was more because the games in question

Leading edge game designer Vektor Grafix has taken on its most ambitious project to date. Years of painstaking research have been ploughed into this skilfully crafted simulation of the decade, Jason Spiller reports on Shuttle...

On the launch pad Vektor Grafix

were second rate rather than due to a lack of interest in the Space Program."

If anyone can do the Space Program justice with an accurate and realistic simulation, it is Vektor Grafix. Over the past five years, it's become the leader in vector graphics and game design. Andy recalled: "I was teaching music at colleges when I met up with a young game designer, Danny Galaver."

Galaver and Craven combined their talents, and on the basis of a vector graphic demo got their first contract with Domark - Star Wars.

Andy continued: "The project was pure 3D line-drawn graphics, visually crude by today's standards, but the technique produced a speedy up-date which meant that the X-Wing attack on the Death Star was many times faster than if we'd used sprites."

Since the Star Wars trilogy, Danny Galaver has left, but Andy has formed a team which has produced some outstanding titles such as Bomber and Killing Clouds.

THE BIRTH OF SPACE FLIGHT

Andy described the early stages of Shuttle's design: "We actually started work on Shuttle while Bomber was still going. Virgin came to us and pointed out that our graphics would be ideal for a shuttle simulation.

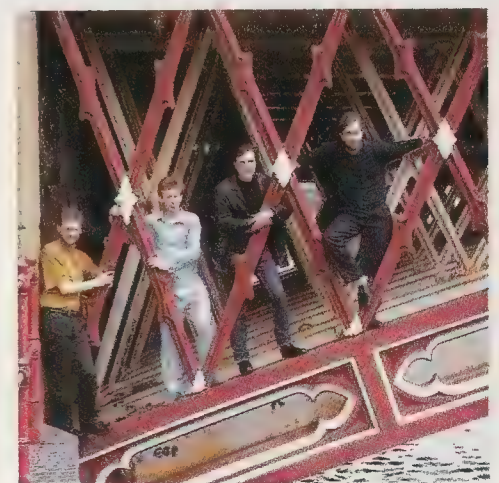
We didn't know much about the Shuttle Program, but we knew this meant an incredible amount of research and attention to detail. We seriously questioned whether we would get much, if any information from NASA."

With some trepidation, the team opened communications with NASA truly expecting the door to be slammed in its face: "We were amazed when all this incredibly detailed information started filtering through - I

guess they weren't too concerned about us trying to recreate the Shuttle Program in a backyard in Leeds!"

Over the following months, Jon and the team built up a good relationship with NASA. He explained: "We sifted through these piles of data and detail and slowly realised that this was going to be a long and intense project. We felt privileged to be some of the very few people who had actually seen these documents, and decided there were going to be no half measures."

The display panel, which is 18 screens in size, has over a 1,000 switches. Andy expanded: "Using the mouse, you can quickly scroll around the panels, just as if your eye is searching for the correct sequence of



Vektor Grafix by name vector graphics by nature, Craven and team have made 30 game designs of their own

switches. There's a selection of skill levels which will give as much help in the process as the player requires."

The instrument panel is a techno-freak's dream. Flashing instruments with ABI, HSI, AMI, AVVI and CRP are just waiting to be switched into action.

How accurate is the instrumentation? "Very! We studied these incredible instrument displays, and were amazed at how old and dated they looked. Most of the computers and instruments were actually developed in the '70s, but the systems were tried and trusted and so I guess they never bothered to up-date them."

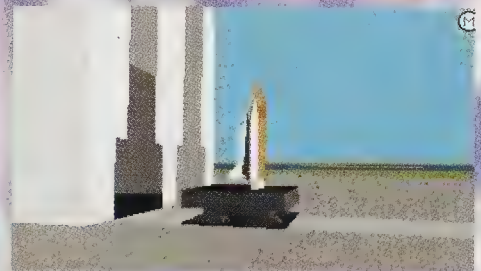
As you might expect, the team has pulled out all the stops with the graphics in Shuttle. Andy described: "From take-off at Kennedy, the shuttle bursts through the hemisphere and you can see the curvature of the Earth, which actually moves in real-time. Even the darkness creeps in as you get further into space."

The detail is incredible! The Earth has been painstakingly and accurately created in 3D and even the star constellations are accurate. Andy continued: "We decided that we wanted to show the whole process, from before take-off procedures and checks, to landing when the mission has been completed."

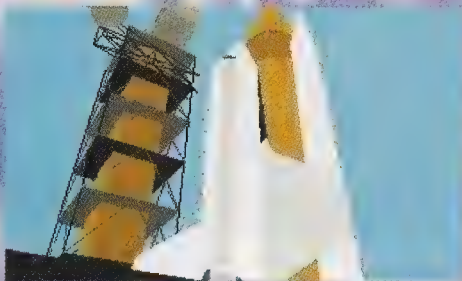
You can actually start the project from when the Shuttle is moving out to the launch pad on the crawler at a speedy 0.5mph." Fortunately the team has put in a



Shuttle traces the Space Program from the beginning. Here the shuttle takes off from a 747



The crawler transports the shuttle to the launch pad at 0.5mph



In position, checks begin in preparation for the approaching launch



This sequence shows stunning detail as the massive engines struggle against gravity

ad with

time accelerator and time skipper so that you can move forward to any part of the mission.

MISSION CONTROL

So the graphical and sonic presentation and the attention to detail is unparalleled, but what missions can we expect to tackle in Shuttle?

Andy: "There's a variety of missions which actually follow the Space Program right from the early days. The Enterprise was the first shuttle to fly and was launched from the back of a 747 eight miles up, gliding down to the landing strip - you only got one chance!"

Missions progress through the Space Program to the present when the shuttle is actually being used for maintenance on satellites, launching equipment like the Hubble Space Telescope and so on.

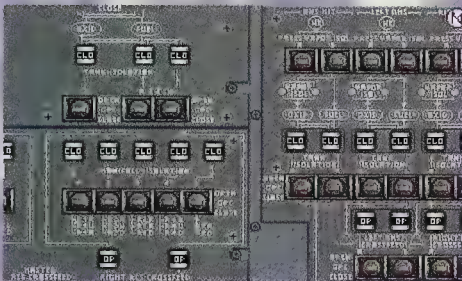
Andy described some of the mission scenarios: "Once in space you open the payload doors to release the radiators, deploy high speed communication links and use the robot arm. Then there's the MMU which is when an astronaut goes outside the shuttle to maintain a satellite. You can actually sabotage this mission and leave him stranded in the cold blackness of space by closing the cargo doors on his lifeline."

SPACE DEFENCE INITIATIVE

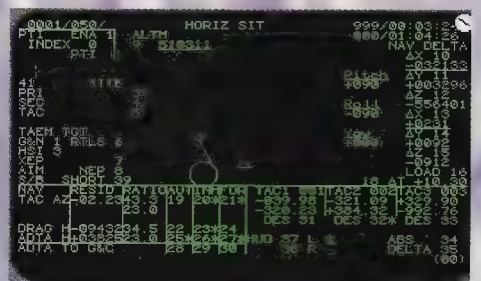
The definitive shuttle mission is SDI. Andy explained: "One of the missions is to knock out enemy communication satellites and even take out the oncoming missiles."

The final mission is designed to test the reality of the shuttle simulation and effectiveness of the instrumentation. Using only your instruments you must find the strip and land. For extra effect we actually kicked in the outside visuals seconds from landing!"

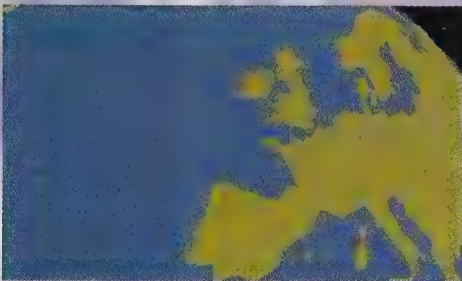
The Shuttle team includes Andy Craven, who produced all the 2D instrumentation and logic. Amazing 3D stuff was created by Ian Martin with interactive artwork Mark Griffiths. Finally, the 3D worlds and objects were drawn by Derek Austin. Look out for it in the early autumn - miss it and weep!



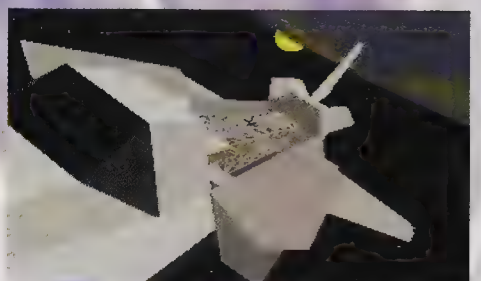
The Instrumentation is so accurate that you land without external views



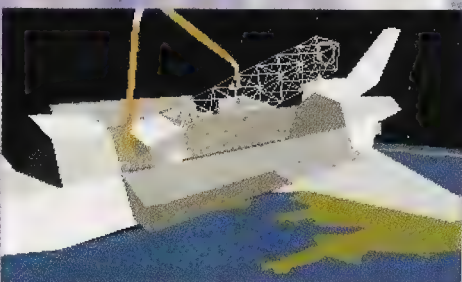
Radar equipment gives view point accuracy when manoeuvring space equipment



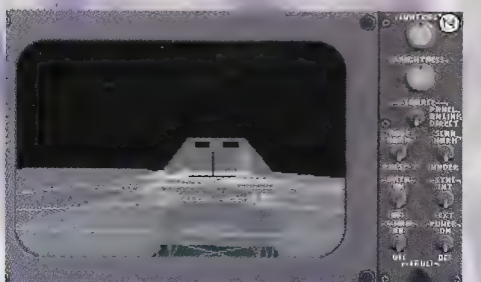
A true 3D globe with realistic detail turns in real-time



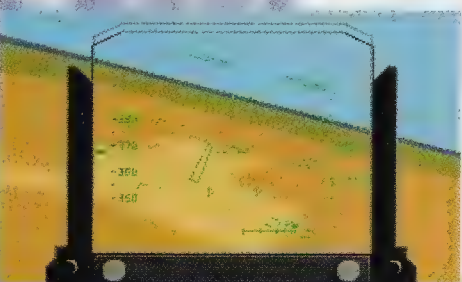
The cargo doors open to begin maintenance



Controlling the robot arm, you can literally throw a satellite back into orbit



TV monitors give external views



Preparing to land with external views



Mission accomplished the shuttle returns

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

There's everything for you this week - news, reviews, previews, cheats, hints and tips. Paulus the Wood Gnome has spared no expense or effort in his eagerness to bring you the biz in this second, three page special.

JAGUAR CHANGES SPOTS

I recently heard some very juicy, nay shocking rumours regarding the new Atari Jaguar. You may remember that Atari knocked the much touted 32-bit Panther on the head in favour of the Jaguar, which is reportedly rated at 64-bit, although I reckon this figure has been created by the over-active minds of the Atari engineers.

Now get this! The latest news on the Jaguar is that the new, super-console will not be designed and developed by Atari at all! So who will step into Atari's shoes? How about Psygnosis?! Atari has, reportedly, been very impressed with the latest Psygnosis developments in CD, fractal imagery and so on. So the word is that Atari asked Psygnosis to develop a console based around that very technology!

Meaty stuff, eh? Don't hold your breath, though, this baby (if it really exists) is at least a year from completion.

OFFICIAL NEC CD SPEC

On June 6 1991 NEC of Japan formally introduced version 3.0 of its CD-ROM System Card. This latest version upgrades the RAM memory from 64K to 2Mb and is expected to cost around \$60.00. with the extra memory.

The system will have to access the disk fewer times allowing for smoother and longer animated sequences. Game programming will also be easier as levels can be longer and more graphic detail can be built in. New games for version 3.0 are already being programmed and include Prince of Persia, Maru's

Mission part 2 and F-1 Formula Racer.

PACMANIA - MEGA DRIVE

Pacmania by Tengen is a new hot cart coming to a Mega Drive near you! Translated from the Tengen coin-op, Pacmania takes normal Pacman and runs away with it!

Now mazes are in 3D perspective and come in



various shapes and sizes. Pacman has some new powers too, like jumping. This means that if you are cornered, don't worry, just jump over the pesky ghosts. Watch out for the green jumping ghosts, though. That's right -

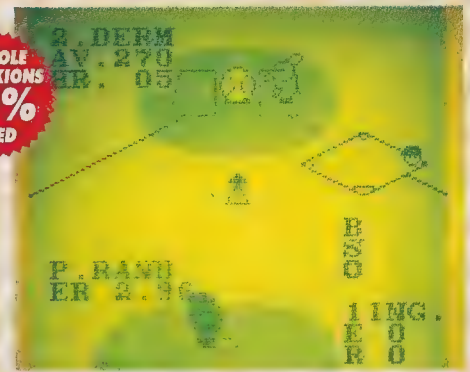


CONSOLE CONNEXIONS
79%
RATED

GAME: BASES LOADED
MACHINE: GAME BOY
SUPPLIER: ELECTRO GAMES
PRICE: £24.00

Bases Loaded is a baseball game using cartoon-type characters. After selecting either Japan or USA mode plus a one or two-player game you can switch the music on or off.

The official game runs for the full nine innings and allows you to continue to play against a stronger team should you win.



Bases Loaded is played using two perspectives. Whilst batting you are positioned just behind your man. Here, you can move your man over the plate and alter your swing. When you pitch you can choose from one of eight different types of throw.

Once you have pitched the ball and the opposition has connected, the perspective switches to a general three-quarter viewpoint so that you can manoeuvre your fielders to catch or pick-up and return.

Bases Loaded is a fun baseball game. It may not offer as many options as a true baseball simulation found on a computer but there is enough choice to interest any baseball fanatic on the move.

GAME: LAKERS VS CELTICS AND THE NBA PLAYOFFS
MACHINE: MEGA DRIVE
SUPPLIER: ELECTRO GAMES
PRICE: £37.00

CONSOLE CONNEXIONS
91%
RATED



Although called Lakers v Celtics this basketball game from Electronic Arts is, in fact, a full tournament league. Every year teams from all over the USA compete for the NBA championship. Now's

your chance to guide the team of your choice to the final.

Options include one or two player, single or full tournament session; the arcade or simulation version (the latter includes fatigue and fouling out of the game) plus levels of difficulty. Four different time periods are included along with the music on/off.

Once through that lot you can survey your player's stats, move subs into the full team. During play you get to use the full scope of play: dribbling, shooting, defensive moves, different fouls, turnovers, various violations, faking a shot, shooting and so on. Each player has their own style of play, including shooting, passing, etc. There is also the shot clock ticking away - you have 24 seconds top get a shot at the basket.

The graphics are excellent with good animation. When the referee blows for an infringement you will see

him pop-up in a box and shout out the foul in a digitised voice. Also, during a long tournament, you can save your game via a password, that you enter when you resume play later on. Very handy.

All in all, a refreshing game for the Mega Drive. I wish there was more software of this calibre and quality on this machine. In addition, Lakers appeals to the younger AND more mature player by good use of the option selections. Nifty music by Ron Hubbard, too. A little cracker - buy it.



right – even the cast is larger. Along with the original four ghosts, you have to fend off five or more ghosts at a time.

Travel through the many domains of Pacmania and watch the all new inventive cinema displays between each world. Good clean fun.

FANTASIA – MEGA DRIVE

The masterminds at Sega and Infogrames have brought the magic of classical music and Disney animation to life on the Mega Drive. Mickey's back in an all new adventure based on the classic Disney film Fantasia.

This time Mickey must find out who has captured the Apprentice Sorcerer's music. He must recover the lost notes so the

music can play once again. The gameplay is similar to Castle of Illusion in that Mickey must jump on most of

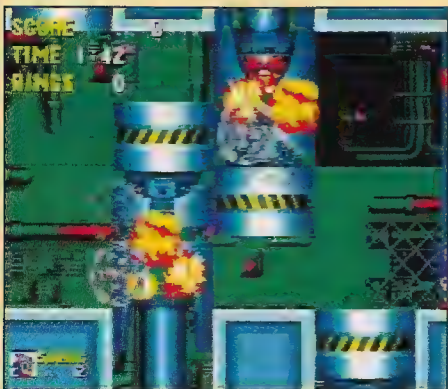


his enemies to defeat them. Mickey also has magic and a few other tricks up his sleeve. Spectacular animation and a phenomenal music score are promised to make Fantasia the perfect sequel to Castle of Illusion.

HELP SPECIAL – SONIC THE HEDGEHOG!

To beat the boss of the Labyrinth Zone, you don't actually have to fight him. As long as you make it to the top of the shaft without drowning, you'll go on to the next level. Be sure to grab the shield icon, a ring or two if possible, and try to stay calm and take it nice and easy. Slowing down a bit may make it easier for you.

Robotnik short cut – A shortcut to Robotnik in zone 4-3 – there is one part where you encounter some spikes. As you are jumping over them a piece of floor will fall and drop. Navigate the spikes, by grabbing



onto the pipes and when you come out the other end you are almost right at Robotnik.

Balls – When the lightning balls form overhead, move to the largest gap between them. When they dive at you, jump through the gap, then hit Dr Robotnik once and run for cover. You will have to do that eight times.

Score skyrocket – You may have noticed that jumping around Dr Robotnik's Sonic sign earns you bonus points. Well, if you continue jumping around, the computer continues to tally your points! This works on every round as far as I can tell, except when you get to the big ring which acts as a door that Sonic cannot come back out of.

Sonic cheat – When the title screen comes up move the pad directional button UP, DOWN, LEFT, RIGHT, then you will hear a chime. Hold A then hit the start button. You can then start from any stage.

CONSOLE
CONNEXIONS
63%
RATED



**GAME: MAGIC HAT
MACHINE: MEGA DRIVE
SUPPLIER: ELECTRO
GAMES
PRICE: £30.00**

Well now here's a surprise from the blue. Magic Hat is the latest cart from Sega. Using cartoon-type cutesy graphics this sideways scrolling arcade adventure features the little chap himself in his magic hat and cape.

The animation in this game is excellent. Try changing the direction of movement for your character and watch him quickly move his feet and hear him

skid as he tries to regain his footing. The game is full of little spot effects that set it apart from many other games of this type. Each level is quite large and often offers another dimension vertically up or down that you might not have noticed.

Baddies are just as cute, like flying birds and spider-type beasts. To get rid of these enemies you press the fire button and the little guy's arm darts out with a boxing glove attached.

Power-ups can be collected along the way and accessed via an inventory screen. The magical items are in the form of pills and medicine bottles – rather poor design, there, methinks. On the whole Magic Hat is very playable with lots to do and explore.

CONSOLE
CONNEXIONS
51%
RATED

**GAME: MAPPY
MACHINE: GAME GEAR
SUPPLIER: CONSOLE CONCEPTS
PRICE: £24.00**

Mappy, a new Game Gear cart from Namcot, is a sort of mouse character wearing a police uniform after fiendish thieves, who all look like cats.

Each level is set in the form of a simple ladder system. You must control Mappy by moving him along each of the sections of every level collecting loot and accruing points as he does so. To reach each level he doesn't jump, as would normally be the case in a game like this. Instead, when he falls off the end of a platform he bounces on a convenient trampoline which springs him high into the air.

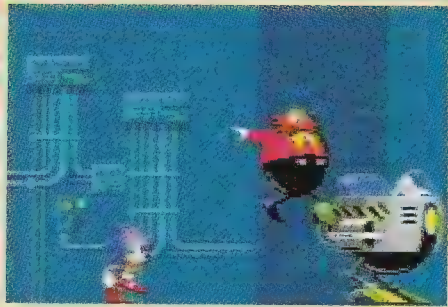
Using this method Mappy can move, simply by touching the controller left or right during flight, to any of the levels

Mappy flies past. Then he's off again, collecting more objects.

In the meantime the crooked cats are in pursuit. If they catch Mappy you lose a life. Unfortunately, you can't bop them with any weapon to get rid of them. However, you do have the power to open and close doors as you move through each platform. Closing a door on a crook knocks him cold and sends him in the other direction. Dropping selected objects onto trampolining crooks does the same.

Mappy does not include the essential gameplay that simple games require. Graphics are basic but cute, the sound similarly so. Mappy may hold a short term interest, but becomes boring quite quickly.





Wass the ring for? – In the Sonic instruction book it says to look for secret items and rooms. One method of finding secret rooms is to jump through the big gold ring at the end of a level which allows you to enter the secret zones.

Secret sneaker room – Where the sneakers are in zone 1-2 get them and run left. Before hitting the wall hold down the control and you'll smash through for 20 rings and a shield. In the Marble Zone (Act 2) you'll float on the lava from right to left. As you near the end where it appears that you should jump up on the overhang, don't bother. Instead, jump on the lower block (the same kind that you are floating on) and hold the control left to get 20 rings and a shield.

More secret rooms 'n' fings – On the very first platform with a 10-ring-up, jump into the tree to the right. Sonic hits a spring and launches to get more rings. Look for bunches like this all through the Green Hill Zone.

At the first golden spring you come to, hop off the mesa to the left. You land and Sonic tumbles down a hill to the right. There's a set of three spikes, a gold spring and three more spikes to the right of that. Hop carefully onto the spring and get the three rings in the air, landing to the right again. Go right to find more spikes and rings. Hop over all of them to get to the three ring-ups and invincibility.

Remember that if you don't have 50 rings at the end of area 1 or 2 in a zone, you will not get the giant golden ring (see **Wass the ring for?**).

Zone 1-2 – After getting stuff left from the sneakers (see **Secret sneaker room**), take the low road (as low as you can go) over the spikes (use the platforms) and past two red, sideways spring/bumpers until you get to a third red spring pointing up. Use a low-power hop onto the spring (too high and you will land in the loop on the middle road just above).

The red spring will launch Sonic high. Come down

**GAME: PSYCHIC WORLD
MACHINE: GAME GEAR
SUPPLIER: WHIZZ-KID
GAMES
PRICE: £20.00**

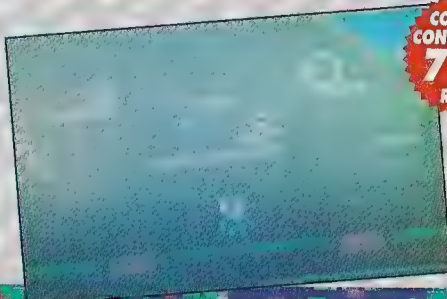
After an explosion at the lab of Dr Knavik all of his research animals and one of the two sisters hired to help are missing. The doc suggests that, in an effort to get her sister back Lucia must wear... a motorcycle helmet! Actually, it's an ESP booster and wearing it enables Lucia to perform mental tricks.

So that's your mission, rescue Cecile. Lucia, via the control pad, can move

left/right, up through doors and ladders, down to squat and descend while one of the fire buttons allows her to jump.

Lucia moves horizontally through a varied landscape, sometimes beneath it into caverns and mini-worlds fighting off strange beasts. There are various weapons she can use represented by icons and are selected via your ESP attack window at the bottom of the screen. You begin with one icon but you can collect more as some beasts leave icons when they die.

Psychic World has four levels, excellent graphics and nice background sound with good spot effects. There is nothing overly original about the game, but it can still be recommended to while away an idle hour.



CONSOLE
CONNEXIONS
78%
RATED



bearing a little left and land on top of the loop. This gets you 10 rings in each of the two piles and a bonus Sonic between the piles! Hop off the loop and continue to get rings in and around the loop.

Zone 1-3 – Sonic spins through the crenellated wall on the right end of the low road at the beginning. After the S-chute you will get 10 rings and a bumper to bring you back up through the S-chute. Later on there's another crenellated wall just under an elevator-type grassy platform. Don't bother too much with this thing it simply



lets you go back for missing goodies if you get past that area.

HINTS & TIPS

MUSHA – This code will let you start on any round in this incredible shoot'em-up. Just hit RESET 10 times, then hold down DOWN & LEFT while going to the option mode. On the options screen you will see the word ROUND and some numbers. Just move the numbers to the round you want and blast away!

OPERATION C – You can listen to the sounds and music in Operation C for the Game Boy from Konami. At the title screen press UP, DOWN, LEFT, RIGHT, A, B, START. Now you can select from any of the stage background music or sound effects from the game.

Thanks to:

Electro Games, 2 Overton Drive, Wanstead, London E11 2NJ. Tel: 081 530 8246

Whizz Kid Games, Unit 9 Mid Kent Shopping Centre, Adlington Park, Maidstone, Kent. Tel: 0622 766010

PC Engine Supplies, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

**GAME: WARDNER SPECIAL
MACHINE: MEGA DRIVE
SUPPLIER: WHIZZ-KID
GAMES
PRICE: £35.00**

Journey to the strange and eerie forests of Wardner, where all creatures are suspended in unusual animation. Originally a popular arcade game called Pyros, this action adventure is an exact duplicate.

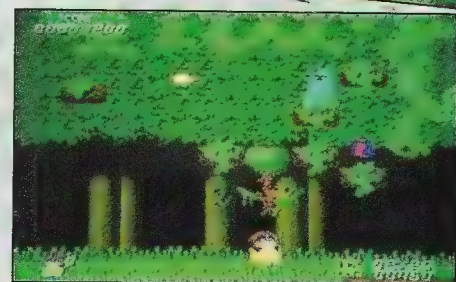
Just because you roam a forest, don't think that this game will be full of boring grass. Yes, you get your forested areas but you will also enter strange places with odd and very lethal mechanical contraptions such as razor sharp propeller blades, underground caverns and so on.

Baddies are plentiful. You'll experience evil priests, undead knights, ghosts, mechanical robot thingies, dragons eyeballs with wings, you name it.

Movement, via the control pad allows you to jump upward, which doesn't just serve to leap over and on things, but you can grab onto passing lianas and low hung branches. In this way you are able to climb up the branch on to an upper level with platforms full of treasure and more monsters. Incidentally, when you kill a monster you invariably are able to collect more dosh left by it.

Wardner Special is very colourful, full of well drawn and interesting graphics, good sound and bags of playability. The gameplay may be a little old fashioned, but much of it is still great fun.

CONSOLE
CONNEXIONS
80%
RATED



ARCADE EXTRAVAGANZA

The new era in arcades has arrived. Take time to step into another world inside The Interactive Video Simulator Theatre, otherwise known as Septima...

Some readers may remember that in the first issue of *Games-X* we looked at a brand new type of game. At that time the game was only in a rough prototype format and the designers were still looking to fine-tune certain elements. The game has now been launched and the first fully-fledged Septima is now out on test in Southsea.

For those who own up to missing issue one and not knowing about Septima I will explain. For starters the game was originally designed for seven players – hence the name Septima – who would all be standing up and facing a cinema type screen with a set of controls in front of them. In its final format Septima is now designed as a sit down game for six players.

Players enter a type of mini theatre which is sufficiently darkened to add atmosphere. Each person sits behind his/her own gun which fires a variety of lasers and missiles at the screen in front.

LET THE BATTLE COMMENCE...

The game starts with a voice and animated face telling you what your mission is and how to complete it. From then on it's total warfare as you and your fellow players attempt to zap everything which appears on the screen.

In all there are five stages to the game and you must complete every stage successfully in the time limit before you can carry on to the next one. This is not as easy as it sounds and the game really is quite



The video action simulation – the brainwave of ISMIC technology



The amazing 3D experience, set to take the gaming public by storm

challenging as spaceships and aliens come at you from every direction.

Although the game is for a maximum of six players any number of people up to that number can play – even one person on his own. If a player starts the game off other players can come and sit down and join in at any stage.

One thing that is very good about Septima and worthy of a mention is the sense of 3D that is obtained from the screen. The game has depth as objects come at you from way back in the distance looming large until you shoot them or they pass you off the screen.

Sound is really sensational, probably the best I've heard on a video type game with plenty of explosions and noise. However, I've been assured that the rumour that Rick Wakeman helped with the soundtrack is completely untrue.

Game programmers Benn Dalglish and Fungus the Bogeyman – yes, he really has changed his name be deed poll – are well known figures in the game market and are keen to point out that Septima will not stop here.

ROCK 'N' ROLL

In a visit to gain a sneak preview of the game I was told that there were already plans afoot to make Septima 2 which would retain all the original console features with a different game to be played on-screen.

There is even talk of trying to get the players' seats in some kind of moving simulator, so that when your

spaceship gets hit on screen you're pushed back in your chair.

A great idea but this is a very expensive business so I'm just afraid that the end expense will come down on the player. Price of play is already quite a lot at approximately £1 for three minutes, but then the game is really good fun.

Pop down to Southsea and give it a try. If you don't catch it there and the game does well then it will not be too long before it's sited at all the large arcades and theme parks throughout the country such as Thorpe Park and Alton Towers.



Once inside the darkened room you're out to experience the game of a lifetime

Sneak Preview

THUNDERJAWS

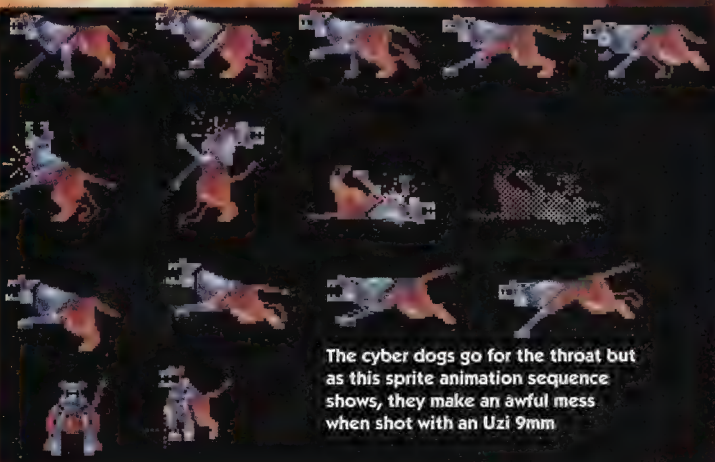
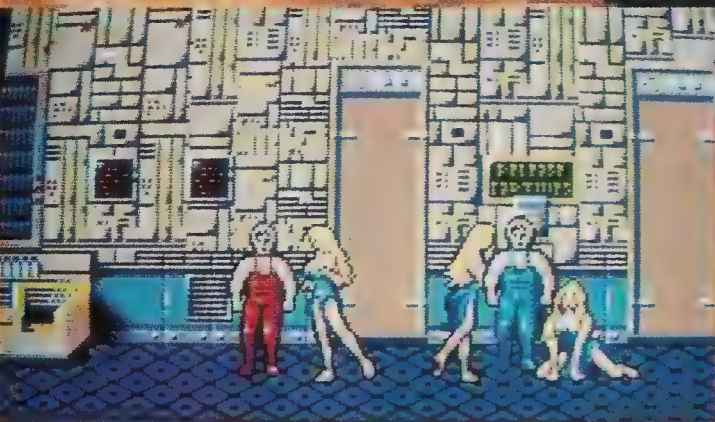
Thunderjaws! The explosive, long-awaited sequel to the coin-op smash, Rolling Thunder. The game is being published by Domark and is being developed by The Kremlin, who has become a bit of a world authority on coin-ops, having done 16 Tengen conversions in the past three years.

Thunderjaws is action, action and more action, in the true coin-op tradition. The all-evil Madame Q has hatched a sinister plan to build an army of genetic mutants and take over the world.

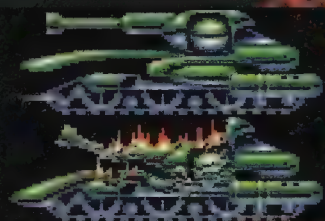
Two top-flight agents have been

given the daunting mission of infiltrating her incredible defences and thwart her plans. An animated sequence sets the scene. Through a periscope, you watch helplessly as a cyber shark attacks and sinks a ship.

Thunderjaws is a one or



The cyber dogs go for the throat but as this sprite animation sequence shows, they make an awful mess when shot with an Uzi 9mm



Madame Q's awesome fire power is a match for any secret agent, but armed with armour piercing missiles, it's fried cyborg for breakfast

simultaneous two-player game. But even with two players, the evil one's realm is seemingly impenetrable, consisting of four locations guarded by an army of evil cyborgs.

In this gigantic battle against enormous odds, you will fight through a complex underground lair, an enormous domed city, an oil platform and the most secret and dangerous place of all, Q's island.

There are four or five levels of action in each place and access to these sinister lairs is through a perilous underwater swim, so don't forget your trunks.

UNWELCOME VISITORS

Suddenly, you will be surrounded by cyber sharks! Quickly, you must activate your awesome weaponry and blast them clean out of the sea. Speaking of firepower, your agent can be equipped with flame throwers, explosive bolts, homing missiles and even triple shot missiles.

But the enemy is more than a match for the most devastating firepower. Beneath the waves manta men lurch at you and punk rock cyborgs fly at you in a manic rage. Once on dry land, the attack is relentless as an army of robot guards and cyber

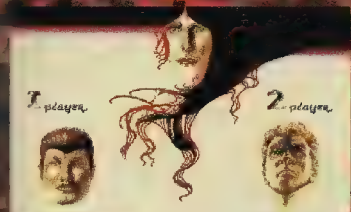
dogs go for the throat. Through a blaze of fire and explosions, you smash through a door only to be surrounded by lizardwomen, semi-naked reptiles who cling to you seductively then slink away.

But this is an all too brief respite. Back in the furore, Q's collection of intelligent, semi-intelligent and canon fodder minions maintain their relentless assault.

Finally, you reach Q's awesome globe shattering weapon known as the Bathescape. The machine's defence system senses your presence, approaches you and shoots in all directions. Blast the Bathescape or die in a blaze of fire.

Infiltrating the next base, you swim through highly-





water littered with plane and car wrecks and barrels of toxic waste which you must avoid shooting. Again the cyber sharks, manta men and punks do their utmost to send you to visit Davey Jones.

Finally, you make it to the oil rig which is a treacherous area guarded by mechanical defences such as laser turrets and cameras. But you must initiate the destruction of the rig.

As in all secret agent adventures, Thunderjaws has the obligatory volcanic island which once again is only approachable under water. To emphasize the importance of this area to her plans, Madame Q has posted her most powerful guards giant cyber sharks – GULP! – inside the complex.

Now the most fearsome and bizarre of all Q's creations, volcanic rock creatures throw massive boulders, while lava women spit fireballs – it's enough to make you hand in your notice at the secret service!

Thunderjaws will take chunks out of you, chew you up and spit you out a withered wreck – arcade fans don't miss it. Release date is in July.

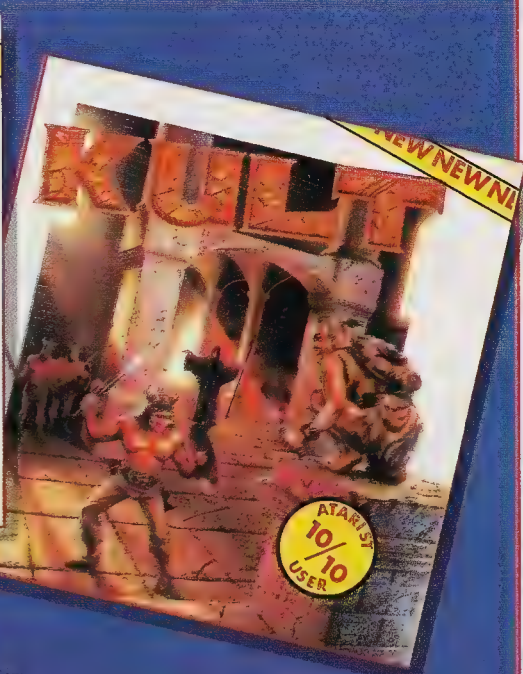
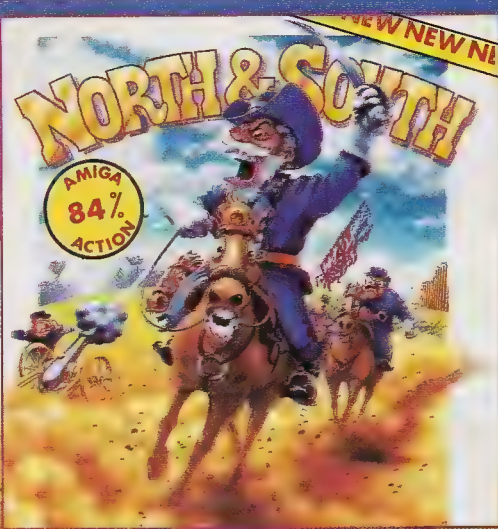


Two up! Even with two agents blasting through Q's defences, this is a furious battle



Madame Q's experiments have resulted in some weird and cruel results. This strange menagerie will keep you occupied beneath the waves and on ground

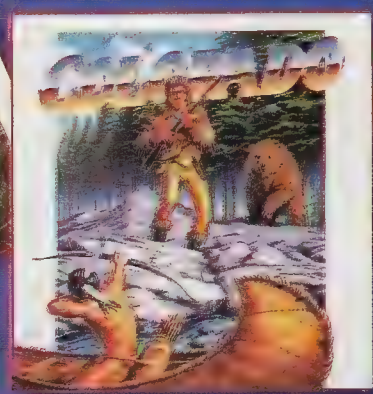
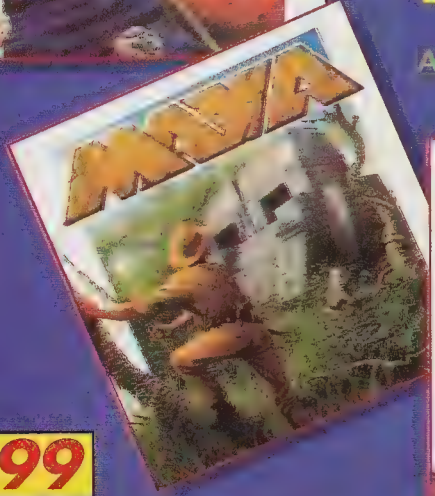
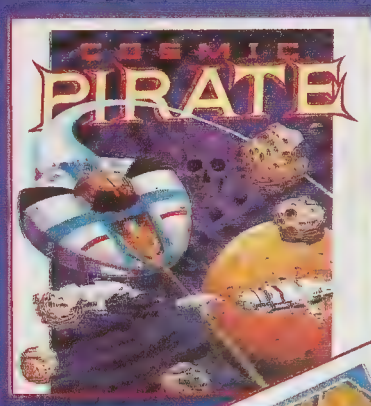




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Sneak Preview

LAST NINJA III

Once again those ninja warriors are ready to leap onto a screen near you, with this latest offering from System 3. The leading question is: Will this really be the final time that they find themselves in the middle of the action?

Real hatred is timeless! With a furious flurry of nunchukas, shurikens and swords, Last Ninja III is set to explode on the screen. However, your gonna have to wait until September to experience the Ninja game to end all Ninja games.

The criteria for this sequel of the sequel, was to make it bigger and better than ever before. System 3 has certainly lived up to this promise as Ninja III is a truly magnificent beat'em-up adventure and discovery game.



whose presentation is only matched by the action.

This mission takes you right back to the very centre of the Ninja's spiritual power, the Buddhist temples of Tibet. Here, you must once again face your mortal enemy, Kunitoki in a confrontation of life or death.

The temple is split up into chambers containing different environments that represent the elements of fire, wind, earth and void – the latter being a strange space environment containing sinister mutant warriors.

The mission begins with a main objective, to find a sacred scroll. The screen is an excellent 3D environment with up to three levels of distance achieving a convincing impression of depth. The background graphics are a display of unsurpassed quality and detail for a game of this type.

Equally, the artwork and animation of the hero sprite, Ninja and his many foes are excellent. The control over Ninja is quick and responsive and the icon and instrumentation is easy to read and understand.

USE YOUR NOGGIN'

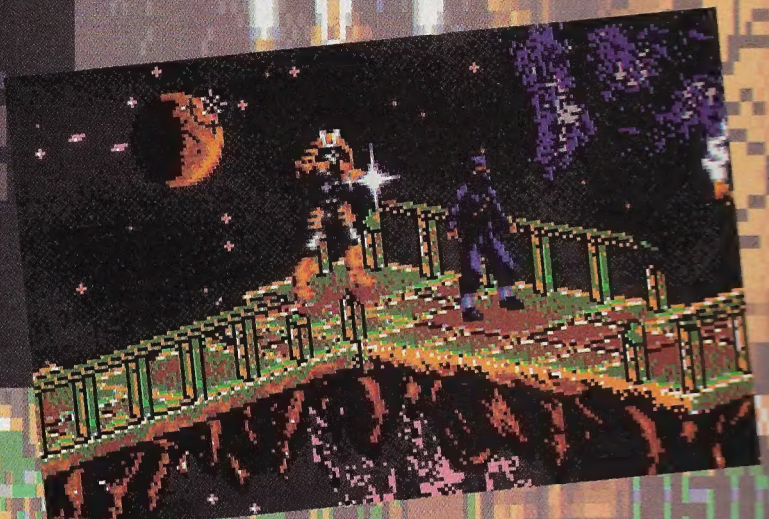
One particularly ingenious aspect of Last Ninja III is the element of resourcefulness and invention which must be employed in order to succeed. In one case, you must discover a gauntlet and then some tiler's nails.


Once both have been found, the nails are placed on the fingers of the gauntlet and you can use it to scale walls.

The enemy are many and varied each offering a different combat challenge, and with a combination of impressive animation and enemy intelligence.

Once faced with an enemy, you turn to your prayer wheel to discover what weaponry and fighting art he is expert in and you immediately become equipped to face him.

Last Ninja III is set to be the best Ninja game ever released – explosive beat'em-up action mixed with an ingenious element of adventure, discovery and invention. To be released in September on the Amiga and ST, Last Ninja III will be published by System 3.



 Now we're starting to motor! Letters and good quality photos are coming by the bus load – love it! You may notice one or two changes to the mag this week, let me know what you think. Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

MORE MASTER

I've been reading *Games-X* since it started and I think it is quite good (only quite! – Unc), but recently I have noticed that the information for the Sega Master System has been declining every week, and becoming more inferior to the Mega Drive. So could you please include some more information on the Master System?

A lot of my friends own Amigas and they are pleased with the coverage for their machines. I reckon that you should sell *Games-X* binders for us to keep these great mags in!

Jonathan Higgins, Leicester.

We get games and tips on the Master System into the office in fits and starts. Whenever we get it, so do you – we do not give preference to the Mega Drive.

We are being bombarded with requests for binders and our marketing guy is currently sorting something out.

PRETTY PLEASE

I have an Amstrad 464 Plus. I have got every copy of your mag, but I don't know why since it hasn't even got Amstrad written on the front cover. (Yes it does, it says 'and more...' – Unc.)

Please could you put one, just one sweet little 8-bit review in *Games-X* – any format will do!

I think Go-Global and Dr X are great!

Shane O'Sullivan, Dublin.

I was in two minds about putting your letter in, Shane – how dare you like that twerp, he's not even a real doc, just a jumped up Depeche Mode freak!

Do you need glasses or summat? We do include reviews on 8-bits, not many mind you because the games tend to lag behind the 16-bits, but they're there all the same.

THICK CHEAT

I am a new reader to your utterly amazing magazine (so is everyone, it's a new mag! – Unc) and have been reading it for three weeks now. My collection is already taking up ample space on my shelf so's not to crease them!

Until now I feel that there is nothing wrong with your mag, but don't you think that it would be a good idea to add a few more cheats to those you already publish. I mean the one page isn't exactly full to the brim with cheats is it? Also could you please state more clearly which format the cheat is for, because every cheat I've tried so far hasn't worked. (What are you, thick? – Unc.)

I'd love one of your trendy, fab, hip-hop looking T-shirts. Actually, I'm lying, I've never seen one of your T-shirts, but

PUBLIC PIRACY

★
STAR
LETTER

This is Davros, my nephew, indulging in a bit of piracy. As you can see it can be quite painful – don't do it kids, they'll chop your legs off! He says if he's lucky enough to win a T-shirt could you please send him an XXL (big lad! – Unc) with one leg shorter than the other, ta.

By the way, I'm not on magic mushrooms, but if you let me know when it's available on the Amiga I'll certainly have a look.

Don (Mad) McKie, Hull.



Ooo, arr, where's that darn parrot got to? Does losing your legs stunt your growth? I'm not sure when Magic Mushrooms are out on the Amiga, but they've been around on the Game Boy for a while now!

Thanks for the postcard, does the geezer look a bit like you?

I'm sure I'd like it no matter how it looked – could always come in handy on those cold winter nights when we have no firewood.

Edward Williams, Cheltenham.

This one lives in Cheltenham and he's trying to con us into believing he needs firewood – they've all got triple glazing, cavity wall insulation and gas central heating down there!

I'm afraid because Dr X is so anti cheats we have to ration your consumption somewhat. On your other point, if you look in the top right hand corner of the box containing the cheat you will see a little machine logo. We spared no expense to make these as near to the real thing as possible and it's these that indicate which machine the cheat is for!

Want a T-shirt? Go jump through a hoop! For all those waiting for their T-shirt to pop through the letterbox, you're going to have to wait a little while. We're having them redesigned to suit Games-X's hyper-cool image, but hopefully they won't be long in arriving.

DOTING DOPE

I have a confession to make (wait for it, wait for it – Unc), I have fallen deeply in love (can't guess who with! – Unc). The girl I have fallen for (it is a girl then – Doc) was featured in issue seven in the Street Talk section (let me guess her name – Caroline Machin? – Unc). I can be speaking about none other than the beautiful Caroline Machin (told you! Unc).

Would it be possible for you to print the address of the shop in Newcastle-U-Lyme where the photo was taken. Also, could you please print an enlarged version of her photo in your next issue, I would be eternally grateful!

Secret Admirer, Bucks.

Are you for real, Secret? (Strange name that!) A 17-year-old with nothing better to than lose his heart to a photograph –

were! If you want the address of the place look it up in Yellow Pages. So what are you going to do after you find it, hang around for hours just in case Caroline turns up?

Do me a favour, and yourself for that matter, don't bother – you'll end up getting arrested for loitering with intent and probably annoy the shop manager to boot (apparently he's seven foot two and weighs 22 stone).

Can't you lot get it into your thick skulls, Caroline's heart belongs to me. Uncle X has stolen it from beneath your very noses, just don't tell the wife!

POTTED EXPERT

I have bought every issue of *Games-X* and thoroughly enjoy Street Talk. I think this is a good idea, but who the hell takes those awful pictures?

He or she is useless! One thing's for sure they ain't no David Bailey. The lighting's wrong as is the exposure. There's reflection in some people's spectacles and some photos are blurred. There is even red-eye (can you blame someone if they've had a night on the tiles? – Unc).

My advice is get yourself a decent camera and subscribe to a photo mag for improvement. By the way I, myself am a photographer. (Would never have guessed! – Unc.)

Can we have more coverage on the Lynx?

Loon Keung, Ipswich.

What a donkey! The whole idea of Street Talk is that it's a bit of fun. We send out one of the lads with a compact camera and click away at anyone who fancies taking part.

We don't worry if the quality isn't top notch – the participants realise that we're only doing snapshots of them, not portraits! Sure, we could use a professional photographer (I'm sure you had yourself in mind!) and get an expensive camera, but wouldn't that just take the element of fun out of the page?

Dear Newsagent,

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Note to newsagent: Games-X is available on a sale or return basis from UMD – tel: 071 700 4600

The Wood Gnome has been asked to do some Lynx games, so watch out for them in Console Connexions.

POETS' CORNER

Had some poems in over the last couple of weeks so I thought I'd share these words of budding Byrons with you - put it this way if I have to read them, so will you!

The first is from Mark Wilkinson of Burnley:

Games-X mag is the best
It's just better than all the rest
It'll leave all the other mags
bankrupt and living in rags,
because everybody will be buying
Games-X
because Games-X makes
the best reviews,
and the best games news.
Do you think I'm a good poet
because all the other mags now know it
that Games-X is the best!

Good strong start, Mark but I think it lost something from the third line onwards.

Stuart King from Bedale has also sent me a little ditty - it goes:

Games-X is the best mag just for you,
It's got reviews and the charts, plus a lot more too.

For only 60p you can have a mag that's the best in the country, and that's no gag!

So to sum it up it's just for you
A great cheap mag, and incredible too!

What can I say, don't call us Stuart....

Good for a laugh, lads - keep it up and I'm sure you'll get there eventually, can't say where, though!

NES UPDATE

I have a Lynx portable game system and I think it is great. I have been very interested in the Super Famicom and when I saw your feature showing off the Super NES I was very pleased.

I did not want to get the Famicom because it does not run British games,

but now I might get the Super NES when it comes out in Britain. Please could you try and answer the following questions:

- Is the Super NES the Famicom in a new case?
- When is the Super NES being released in Britain?
- How much will it be when it comes out in pounds?
- How many games will be available when it comes?
- Will you get Super Mario World 4 free with the NES like the Famicom?
- How much will the games be when they come out?
- Will the English NES be able to run American NES games?

Ashley Dobson, Milton Keynes.

Well well, is there anything you don't want to know about the Super NES? Final details are still a little sketchy at the moment, but here goes for now:

- Yes.
- Not until 1992 at the earliest.
- Probably around £100.
- How many angels can dance on the head of a pin? Your guess is as good as mine, but there should be a great deal of software support.
- I just plain don't know.
- Somewhere in the region of £30-40.
- For sure.

That just about wraps it up for now, but remember, when we learn more about Nintendo's intentions you'll read about it first here in Games-X.

I'M IN LOVE

I really need to your help to be able to contact Caroline Machin....

Paul Hart, Shrewsbury.

Out! Get off my magazine! I've had just about all I'm going to take on this subject and you, Mr Paul Hart. Any more letters and they'll get filed straight in the bin! Go and get yourself a girlfriend at school, or at the local arcade, or down the youth club, or... anywhere other than this mag!

Want to know how depraved this lad is? Well letters number four and five came in this morning - if I was a shrink I'd have you sectioned, Paul!

WARRA MUG!

CHEEK LETTER

Why does Dr X look just like the star of Tommy Salters Chemical Capers of Viz fame.

Also why slag the Specky, after all it's not as bad as being a fan of a certain footy team from Joker Park.

Print me photo and send me a T-shirt.

Charles Vickers, Middlesborough.

For having the sheer, unbelievable nerve to send in a photo like this to be printed and seen by tens of thousands of people, I'll send you a T-shirt. I just can't understand why you'd want to have your photo published - let's face it you're not exactly Tom Cruise are you, Charles? (Neither are you - Dr X.)



IN NEXT WEEK'S HIPPEST MAG

★ On the third of our coverdiscs you'll find Championship Athletics for the ST. But there's much, much more...

★ Digital Magic is the subject of the Games-X incredible in-depth interview

★ Second part of the King's Quest player's guide

★ Four pages for 8-bit owners full of reviews, previews, news, compos...

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Interview Photography:
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Managing Director: David Hirst
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